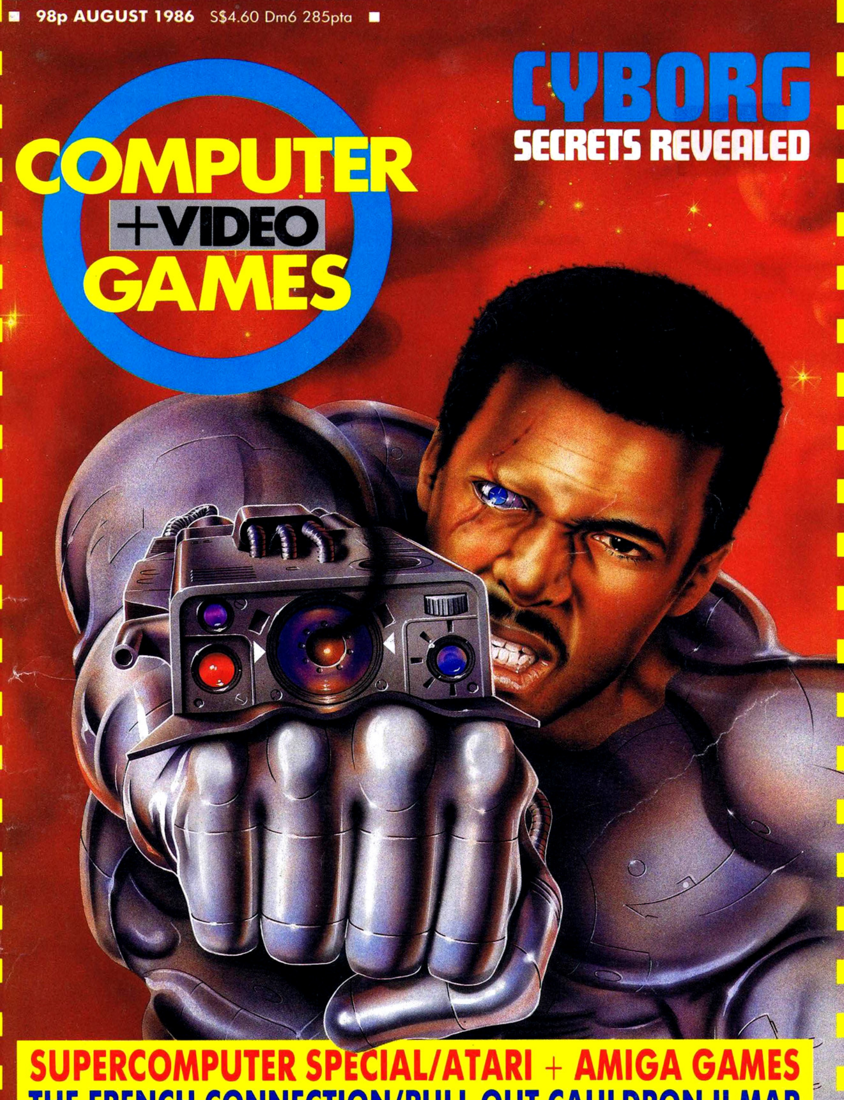
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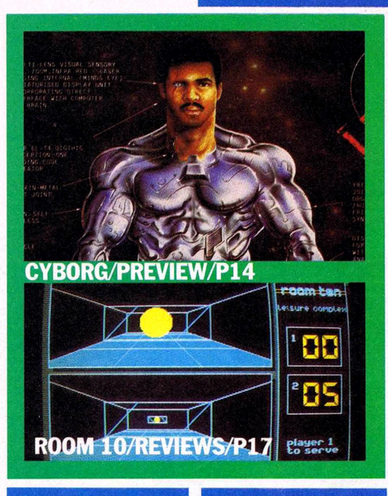


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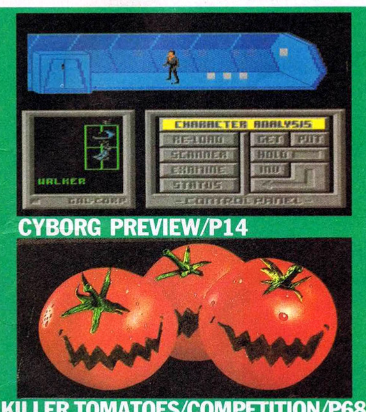
● Will super-computers like the **Atari ST** and the **Amiga** change the face of computer games? Go on a voyage of discovery with **David Bishop** as he takes a look at the stunning games software for these mean machines in C+VG's **Super-Computer Special. Cyborg** is another mean machine. He's the subject of our exclusive preview this issue. **Tony Takoushi** keeps up the super-computer theme with a **Hot Gossip** special devoted to the excellent arcade conversions soon to be seen on the ST — like **Joust** and **Battlezone**. Brush up your French as **Natalie Meistermann** from **Tilt** magazine — the French equivalent of C+VG — brings you a rundown of Gallic games. And if you thought you'd seen something special when **Get Dexter!** appeared, well there's more to come from over the Channel. C+VG's ace adventurer **Keith Campbell** has been out meeting one of his all time heroes — **Brian Moriarty** an **Infocom** storyteller. Keith has been given a sneak preview of Brian's new **Trinity** adventure. And he's been looking at more ST adventures — including the game of Disney's **Black Cauldron**. The creator of Magic Knight, **David Jones**, brings you an exclusive games players guide to his two smash hit budget games, **Spellbound** and **Knight Tyme**. And there's our giant full colour pull-out **Cauldron II** map created by the graphic genius Steve Brown from **Palace Software**. All this plus competitions and all your favourite regular features crammed in between. A bargain at just 98p, guv!





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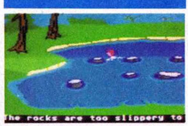


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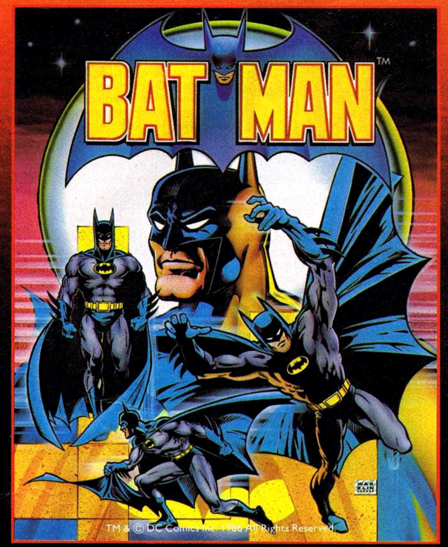


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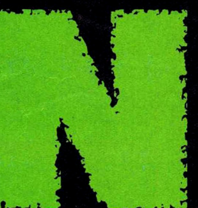
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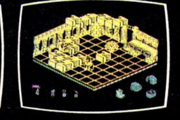




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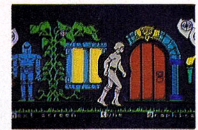




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Screen shots taken from various computer formats





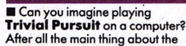
■ It's nearly here. The long awaited **Mike Singleton/Beyond** game **Dark Sceptre.** And here you can see some of the neat graphics from this animated "adventure movie". **Dark Sceptre** is a bit like **Tir Na Nog** in that it features large animated characters which move against a colourful background. The game is set on a mysterious island in medieval times. You have to recruit a team of warriors to help you on your quest to find the **Dark Sceptre** and defeat the Shadowlords. The game control is a bit like Gargoyle's **Heavy on the Magick** in that



you tell the characters what to do and then sit back and watch them do it. You can jump in at any time and override your initial orders if things start looking a bit dodgy. You tell your characters what routes to take, who to fight and who to befriend and which monsters to attack or avoid. Mike is also putting together a Play by Mail version of the game based on microdrive. It'll cost you £14.95 for the game microdrive and £1.50 per turn. The PBM version also features foresight/hindsight options which enable you to look back at previous moves.

Dark Sceptre will be released at the end of July on the Spectrum and will cost £9.95.

■ A couple of issues ago we announced that ace coder **Tony Crowther** was back with **Alligata**. This issue we review his latest game on the reptilian label, called **Trap**. But more good news from Crowther fans is that Alligata are planning to release **The Complete Crowther**. A compilation of all his greatest games — right back to stuff like **Loco**, the underated **Gryphon** and much more. **Minter** has already released a compilation of his greatest hits on the Vic, now another game hero does the same. Could this be the start of a trend? And is there a programmer YOU would like to see produce a Greatest Hits compilation? Why don't you write to Mailbag and let us know who you think should release a compilation?



■ Can you imagine playing **Trivial Pursuit** on a computer? After all the main thing about the



world famous board game is participation. Sitting around with a few mates and having a good time answering silly questions and generally enjoying a bit of a laugh. Can all that be transfered to the cold computer screen? The answer is a definite YES! The Oxford based **ODE** programming team who recently brought you the C+VG HIT! **Titanic** and who were also responsible for the **Macbeth** adventure have been up to their necks in Trivial questions working on the official Trivial Pursuit computer game soon to be released by **Domark.** The computer version of the classic quiz game includes all the great features of the original game. **Trivial Pursuit** will be released on the Spectrum, Commodore, Amstrad and the BBC in time for the PCW Show in September. C+VG's editor has been privileged enough to get a sneak preview of the game and he reckon's it's just as much fun to play as the original. Hopefully we'll be bringing you a full preview of the official **Trivial Pursuit** computer game next issue. In the meantime here's a Trivial question for you to answer. Which world famous computer magazine is five years old in November?

■ **Domark** has changed the name of its latest game **Splitting Images** to **Split Personalities** following a potential row with the makers of the satirical television show **Spitting Image.**

Mark Stachan, Domark's joint managing director, says it was not their intention to "confuse anyone with the name."

Split Personalities, out first on the Spectrum for £7.95, will be out soon on the Commodore 64.

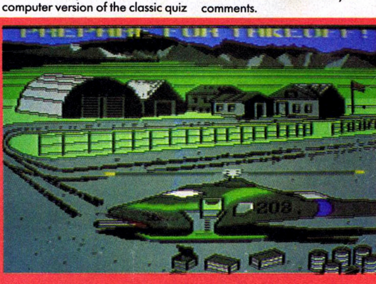
■ **Football Manager** in Arabic!! Yes, after four and a half years and being released on every format in this country, **Addictive Games** has converted their best selling game into Arabic and at this moment are having talks with representatives from Kuwait and Jordan. If any of our Arabic readers have any thoughts on this, **John Picking** at Addictive Games would like to hear your comments.

■ This is **Infiltrator**, the game from **Boulderdash** designer **Chris Gray**. The game has been causing quite a sensation in the States. At C+VG we predict that 64 owners will be drooling over the game here too! At first glance it looks a bit like a helicopter flight simulator — except you can see the "pilots" hands on the control sticks. And they MOVE when you fly. The thumb even flips over onto the fire button when you fire machine guns or missiles.

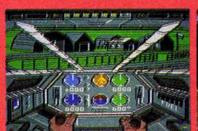
But enough of this — on with the plot. You play the part of someone called Johnny. Your mission is to infiltrate an enemy base, take pictures of their war plans and return to base. All a bit **Rambo** like. You have to fly your chopper over enemy lines — fighting off attacks from rampant jets along the way.

Those hands reflect all your moves and add much to the realism of the game.

Infiltrator will be released by **US Gold** later this summer. Watch for it.







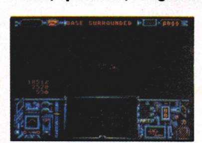


HOT GOSSIP

By Tony Takoushi

I have spent the past seven years looking for the ultimate game experience. Along the way I have played around 3,500 home micro games across fourteen computer formats. And yet I still long for that *special* game . . .

It got to the stage where micro games just weren't enough! I progressed to arcade machines and here I found my match with an ever increasing collection, **Temptest, Radarscope, I Robot, Space Ace, Dragon's**



Lair and finally **MACH 3. . .**

A new challenge also took the form of writing my own games, the first of which has just been released, it is called **Hyperface** and is for the C16 (plug, plug!).

Just when I had almost given up hope on the micro front along comes Atari with its ST computer.

The ST is the first in a new generation of 16-bit microcomputers. It can operate at around four times the speed of current home micros and it offers more colours, better graphics and more programmable memory.

For the first time in seven years a home micro offers TRUE arcade quality graphics to the home user.

I have looked at around a dozen games, many will make your palms ooze sweat in anticipation, four of these are due for imminent release the others are available now.

The four games due for release are from Atari. Perhaps the real classic among them is **Star Raiders.**

My review copy was around 95 per cent complete and boy was that enough! **Star Raiders** puts you behind the controls of a spaceship and you have fly around the galaxy doing your bit of Star Raiding.

The control panel is gorgeous, it is full of instrumentation and maps in a stunning metallic cyan colour. You have both forward and aft scanners to view the action as the aliens home in on you. With battle computer and shields to help.

You also have to defend your star bases (the graphics in the



refuelling sequence are mind-boggling) and can hyper-drive to sectors to engage the enemy.

The presentation and playability are of the highest standard, my only quibble would be with the sound. It is quite close to the original but still needs a whole lot more work (still, maybe in the finished version. . .)

Battlezone is BATTLEZONE, barring the colour difference you would be hard pushed to tell the difference between the arcade original and the cover version.

The 3-D graphics are perfect and the sound identical to the original as is the playing speed and tactics.



The lower levels are quite easy if you were hot in the arcades, but give a reasonable taste of things to come.

Millipede delivers the goods with a strong dose of super fast zapping. The graphics and sound work well here and again are of the highest arcade standard.

You can choose your starting level (15000 to 90000), the higher you start the larger your end of wave bonus. All the arcade elements are there in good measure, spiders, DDT sacks, snails and bugs.

As you progress to the higher levels movement does get jerky on the characters and this is the only flaw in a near perfect shoot-em up.

The final Atari game is **Joust** (from the Williams original).

What can I say? It is **JOUST!**

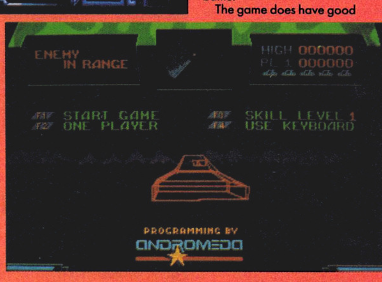
Graphics, colours, animation and playability are identical to the arcade original. Even down to the bouncing eggs, gripping hand, bonus round and platform eating flames.

StarGlider. I hope to be bringing you a full review of **Mercenary** and **StarGlider** within the next couple of months.

A new game just released for the ST is **Major Motion** from a US company called **Michtron** (whose games are released under licence by **Microdeal** in the UK). It is a **Spyhunter** lookalike and the weakest game in terms of presentation.

It plays very well but for various technical reasons the ST is not an ideal machine to do smooth scrolling on and this shows when the road is scrolling with the cars in battle.

The game does have good



One of the highlights of doing this feature was visiting **Paul Woakes** at **Novagen.** This is the programming genius who bought you the 3D masterpiece **Mercenary** on the Commodore 64 and Atari (and soon for the Amstrad and Speccy!).



He is in the midst of converting **Mercenary** to the ST. I just cannot believe what he has done with the game! It is totally awesome, it just blew me away. . . .

It is like watching an aeroplane fly around on TV. Honestly, that is NO EXAGGERATION.

It is very fast (the C64 version of **Mercenary** drew around 10 frames a second, the ST version goes up to 50 frames a second!).

Novagen hopes to have it completed within the next month or so, when it will be bundled with the dataset for the second city.

Another 3D offering comes from **Rainbird Software** (they of Telecom connection), it is called

depth and will prove challenging over a long period so the pros and cons do have to be weighed up. . .

Another game from **Michtron** is **Time Bandit** and here we are talking business. This is a **Gauntlet** derivative with either one or two players running around a huge playground picking up keys, treasure and anything else along the way.

Seeing is believing, the graphics are arcade standard (although sound could do with more. . .) and the play area is huge with many different scenarios. A Paceman maze, Forests, underground mines — in fact just about anything from



any time.

The only real negative point about the ST is the price of software, this goes from £20 to £30. Although ST games are produced to a very high standard.

I had been wondering what the ST stood for in the name Atari ST, well now I know, it stands for Atari's Sure Thing!



■ **Knight Rider** has become a bit of a joke, hasn't it? For over a year now, Ocean has been putting the odd advert in C+VG, telling the readers that the game is available. Well, this time, it actually seems to be finished! 3D graphics are promised and with any luck, reviewers will not simply dismiss the game as hype. Rumours abound that this game is going to be big. It "should" be out by the beginning of July, for the Spectrum at £7.95. More details when we get them.

■ Good news for BBC owners! **Thrust**, that absolutely whizzo game which has been around for a while on the Commodore from Mastertronic has now been released on the BBC and Electron by Superior Software. Ken Campbell told C+VG all about the game and the super things which those players lucky enough to get a long way into it will receive. The person who completes the game first will be entered for a prize draw, with a prize of £200. He or she will also win the new book by Patrick Moore, called The New Atlas of the Universe. The next bunch of gamers to achieve level 24 in the game will receive the book, and £20.

Superior has been expanding recently, and have also been recruiting new programmers. If **Thrust** is an example of what is to come, BBC owners will be back on the market for games. **Thrust** costs £7.95 on tape, or £14.95 for a BBC disc.

■ The bells! **Ocean** have followed up the recent spate of ladders 'n' jumping games with another **Hunchback** program. But wait for it . . . it's an adventure! Crumbs. Yes, folks, News was pretty baffled with this story itself! No one willing to talk knows anything much about the game, except it's a graphic adventure, in the true sense of the word. "Sources" tell us that it's a rather standard plot. So what's new?

For some considerably more interesting adventure reading, turn to page 71.

■ **Bug-Byte** designer clothes! A brand new line in clothes is about to hit the streets and it's all thanks to 12½ year old **Mark Taylor.** Mark had been sending letters to Bug-Byte covered in obscene bugs and finally the right person caught sight of them and thought: "Wouldn't they make a great t-shirt!" And, that's what's happened. Bug Clothes are only out in two designs at the moment — honey yellow Bug t-shirts and y-fronts!!! So fashion setters, watch this space for the new winter collection!

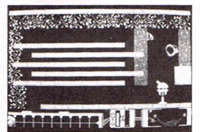
■ If **Mercenary — Escape from Targ** reduced you to a gibbering, demented wreck how will you cope with **The Second City?**

No, it's not a sequel in the strict sense of the word but an add-on which has to be used with **Novagen's** original game. You simply load **The Second City** into the main program as you would a saved game.

Novagen has created a whole new challenge set on the other side of the planet. This time the familiar green of Targ has been replaced by the ghostly red glow of the twighlight world of the **Second City.**

The Second City will be available on the Commodore 64, Plus/4, Atari at £5.95 on cassette and £9.95 on disk.

■ After lying low for the past year, **Addictive Games** has come back with avengeance. They hope to be releasing a new game every 1-2 months — and if their latest release is anything to go by — they are going to have a very good summer. **Arac** for the Commodore 64 is a platform-style game with around 100 screens, and was created by **Paul O'Malley,** the man who brought you *Boffin*. The object of the game appears very simple — to begin with. You start by going around and picking up different pieces of a robot, which when put together forms the Aracadroid. Once he is formed you make your way through the screens in your quest to attack the Citadel, but working against you is the clock and an energy gauge, which is depleted



every time one of the various objects zap you.

When C+VG visited **Addictive's** office's in Bournemouth a couple of weeks ago, they had a pre-production copy loaded and waiting. The game is very simple to get into and once you do it IS addictive!

No release date or price have been decided but we'd advise you to start saving your pennies.

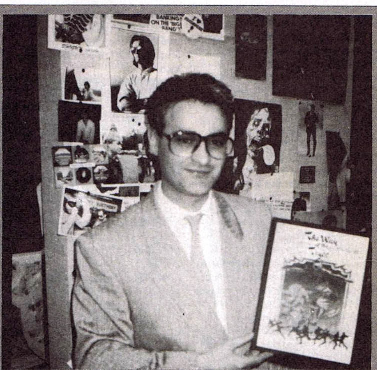
■ Before you turn to the incredibly interesting **MUD** article on pages 34 and 35, we've got a rather important announcement . . . All the prices are wrong! In a frantic call to the Newsdesk, Mr MUD told us that all the prices had been cut by 50%. The starter pack now costs £10, and all the credit prices have been halved too. More details next issue.

■ Inside this issue you'll find a rundown of the currently available software for the Atari ST — but here's some stop press details of some new ST games for this new machine. **Tracker** and **Starglider** will be coming your way from **Rainbird** very soon. **Starglider** is an all action combat simulation featuring fast moving, animated 3D vector graphics. It looks a bit like the

The scenario places you in the role of a pilot of the only surviving ground attack vehicle left to oppose the alien invaders of the planet Novenia. The mission is to destroy the aliens' powerful flagship — the Starglider. To reach the final conflict you'll need flying skills and a battle strategy. The book accompanying the product incorporates survival tips.

Tracker is a unique blend of strategy wargaming and arcade action. The gameplay is set in an extensive maze of trenches linking communication centres defended by intelligently controlled enemy units.

Good news for C64/128 owners is that **Starglider** will be converted for this machine.

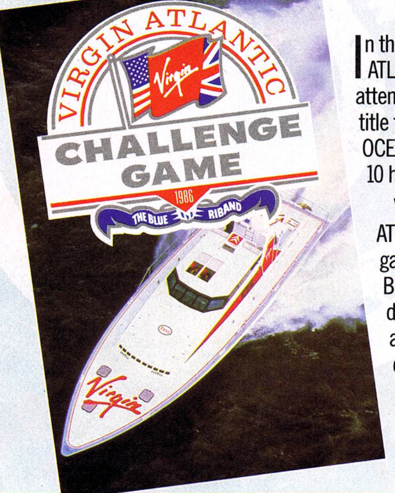


■ *Gremlin Graphics'* **boss** *Ian Stuart* **holds the winner of** *The Way of the Tiger* **poster competition run in the May issue of Computer + Video Games.**

The winner is *Carl Pugh*, **22, of Oldham, Lancashire. His prize will be a professional artist's copy of the design. The next 20 runners-up will receive copies of** *The Way of the Tiger* **martial arts game, which is based on the series of fighting fantasy books published by Hodder and Stoughton.**

Ian visited C+VG's offices recently to select the winning posters. He chose Carl's poster because of its exciting and original idea. More than 300 entries were received for the competition.

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Who is Cyborg? What have programmer IAN FOSTER and graphic genius JON LAW got to do with the mysterious Mandroid? None of these questions are really answered in the following sneak preview of CRL's newest arcade adventure.

CYBORG

"We wanted this to be an arcade adventure in the TRUE sense of the word." Ian Foster and Jon Law are talking about *Cyborg*. And they aren't giving much away simply because they want the first result of their partnership to truly be a REAL adventure.

"After all, when you play an adventure you don't get instructions telling you how to do everything and why! Do you?" Jon adds.

And that, dear reader, is why small things like actual facts about *Cyborg*, will be a bit thin on the ground throughout the next couple of pages. But never fear, normal service will be resumed by the time you reach our review section. In the meantime come with us on a magical mystery tour through the world of *Cyborg* — the first black computer game hero.

This next bit we know to be true. *Cyborg* was once a regular guy with normal fleshy bits like everyone else. Until that fateful last mission somewhere in the outer reaches of the universe when his sleek spacecraft was involved in a terrifying incident which left it almost totally destroyed. The man who was to become *Cyborg* was terribly injured and left for dead by his selfish partner. A few days later the wreck was discovered by a Gal-Corp patrol. The man still had a glimmer of life left in his wrecked body.

And yes, they had the technology to rebuild him! And so *Cyborg* was born. A nuclear powered, armoured, heavily armed, extremely strong, possibly invincible Mandroid!

Half-man, half machine, *Cyborg* became a top security agent working for the military. But he still secretly wants to find the partner who ran out on him after that almost fatal space disaster.

But right now there's an even more pressing problem facing *Cyborg* and the planet earth.

That's where Ian, Jon and YOU enter the weird world of the mysterious Mandroid.

An asteroid is hurtling toward Earth on a collision course. A group of scientists have already ventured out to the onrushing chunk of rock to find out what they can do to prevent doomsday coming to their home planet a little earlier than they had predicted. Problem is that as soon as they landed all communication links with the exploration party went down.

If you think this sounds like a job for *Cyborg*, then you're dead right. Our plasti-steel superman soon finds himself on the surface of the asteroid. His mission to discover just what happened to the scientists and what, if anything, is going down on the deadly asteroid.

That's all Ian and Jon would really like you to know about their new adventure. But fortunately — due to advanced interrogation techniques developed jointly by IDEAS Corp and Jackson T. Kalliber — C+VG has managed to prise a few more details from the tight-lipped duo.

As you'll see from our series of screen shots, *Cyborg* discovers an underground complex beneath the surface of the asteroid. These corridors are inhabited by a particularly nasty breed of alien. They come in many different guises.

There are *Trackers*, who do just that, *Walkers* who do that and a bit more, and the deadly



C+VG PREVIEW

Assassins — a floating one eyed globe affair who just hates to have his corridors infested with uninvited guests.

Fortunately for *Cyborg* he is armed with a heavy duty particle beam disruptor clipped to a special unit on his right arm.

On his left arm he has an equally useful built in display and information unit which allows him access to information about the security systems in the complex.

He can also hack into the alien computer systems to access special codewords useful for getting through doors and other things which Ian and Jon refused to tell us about even under interrogation.

It's while messing about with the alien computer system that you'll discover if aliens really DO like to play Human Invaders when they've got a spare moment away from chasing Cyborgs about the place.

Cyborg's information forearm unit is pictured in graphic form in the bottom half of the game screen. You access each of the functions via the joystick. Any information which results is seen in the view screen to the left.

For example, if *Cyborg* hacks into a computer you'll see the "screen" appear in the viewer. You can also see a plan of nearby corridors and check out if an alien is after you.

Unlike many icon controlled games, the speed with which you can use *Cyborg*'s computer unit is only limited by how quick your own reactions are.

Cyborg's real time world is shown at the top of the screen. The corridors scroll along nice and smoothly as *Cyborg* prowls along.

If he zaps an alien he can examine the remains and retain information gathered about that particular type of alien in his forearm unit.

Ian and Jon are particularly vague when you ask them the object of *Cyborg*'s mission on the asteroid. That's for the player to discover they say.

If all the above sounds a bit like Ocean's *V* game to you then Ian and Jon would be the first to agree. "But we were thinking about this long before we heard about V. When we did we thought 'Oh no!' it's going to kill *Cyborg*! Now we've seen V we reckon *Cyborg* is much better. Easier to play and with more depth," said Jon.

Cyborg will be released on the Commodore 64 during August with an Amstrad conversion following on. It promises to be well worth waiting for.



ABOUT THE PROGRAMMERS

Ian Foster joined CRL on a job creation scheme a couple of years ago and his first game for the company was *Blade Runner*. "I like to think of *Blade Runner* as my apprenticeship," he says. "There were a lot of things I'd of liked to have got into that game but in the end there just wasn't time. I learned a lot of things from that game!"

His partnership with *Jon Law*, who is still at art college, blossomed when they met at CRL. Jon has just finished creating the graphics for the Commodore 128 version of the *Rocky Horror Show* and is currently working full time with Ian on *Cyborg*.

DARK SCEPTRE

Created by Mike Singleton

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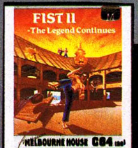
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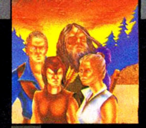
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SOFT-SPOT Bullets



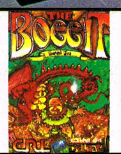
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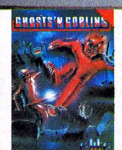
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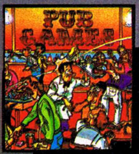
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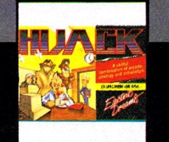



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SOFTWARE WITH MAGNUM FORCE



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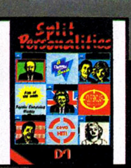


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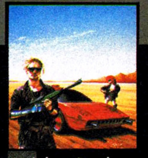
Room 10
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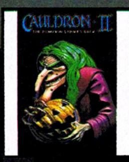
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GAME OF THE MONTH

This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.



C+VG HIT!

This symbol is C+VG's way of telling you a game is the BUSINESS!

GRAPHICS

Is the game graphically great — or do the graphics grate? This mark puts you in the picture and lets you know if all things are sprite and beautiful.

SOUND

Is the sound loud and proud — or does it sound like you've got your head stuck in a bucket of mud?

VALUE

Should you beg, borrow or even steal the cash to get your hands on the game and be the envy of your friends? Or will it be better to wait until the game appears in the bargain bin? Find out here.

PLAYABILITY

Will you be dragged screaming from the joystick after 24 hours continuous play — or will the mere sight of the loading screen send you running to switch off the machine?

No, you're not seeing double or even triple. There are three C+VG Games of the Month for August. Why? It's simple. We thought Bobby Bearing, Room 10 and Pyracurse all deserved our top accolade.

● STARTS HERE

BOBBY BEARING

- **Machine:** Spectrum 48/128
- **Supplier:** The Edge
- **Price:** £7.95

Here it is! *Bobby Bearing*, the game that we've all heard so much about. It has a feature called 'Curvispace 3D' which is supposed to be revolutionary. It is!!!

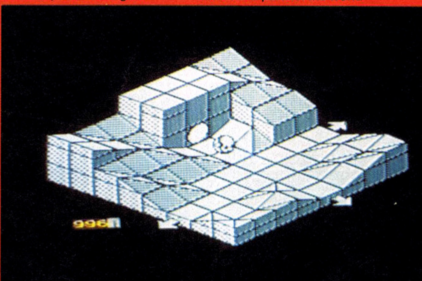
Bobby Bearing is fab, even its loading is weird and wonderful. First of all the computer finds 'Bobby' instead of 'Program: Bobby'. This is an old trick, but then the title page comes on, it is drawn in colour and in a sort of spiral fashion. Weird.

Then a scrolling message comes up and a counter counts down. Great stuff. Now to the actual game!

First of all a nice ball bounces up and down as you select your method of control. As you do this picture scrolls left to right of the various joysticks/keyboard. What a nice touch. Now you press '0' and you're away. The next thing you notice is the 3D seems different to the old Ultimate type, in fact I dare to say it's BETTER.

Then Bobby trots out, and wow, does he roll brilliantly, yes folks, Bobby actually rolls. Perfect animation is definitely one of the good things about this game. Now what do you have to do? Well it goes like this.

Bobby and his family, live in Technofear, a metal world which is a nice sort of place. But there were parts of the world



ROOM 10

- **Machine:** Amstrad
- **Supplier:** CRL
- **Price:** £7.95

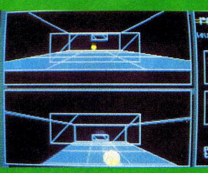
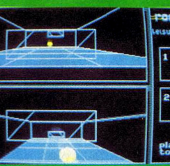
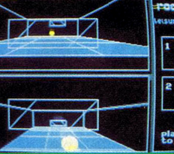
Every once in a while a game that's so simple but totally addictive takes C+VG by storm. *Room 10* is one of those games. It looks a bit like *Ballblazer* at first glance — but when you start playing you'll realise that this is a different ballgame altogether.

Room 10 — the rather obscure title comes from the name of the "cell" or court where the game is played — is a sort of 3D ping-pong with extra added addictiveness.

Created by *Tau Ceti* programmer Pete Cooke, *Room 10* will keep grabbing you back for just one more game time and time again. Pete tells us that the game, called Glyding, was developed by the Galcorp Leisure Corporation and designed to be played in the very low gravity found on asteroids and outposts.

It's played in a room or "cell" 60×80×20. Each player controls a "bat" and the only objective is to stop that ball hitting the wall behind you! You score five points if you make your opponent miss, first player to 35 points wins.

The game screen is split into two — player one at the top player two at the bottom. Each "sees" a 3D view of the glyding cell drawn vector graphic style

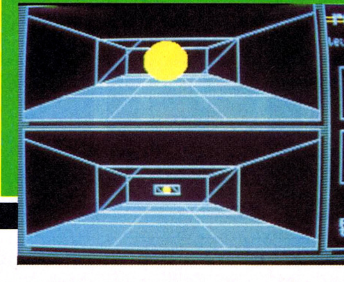
with see-through bats and solid ball. Just watch the shadow!

Down the right hand side of the screen is the score display — drawn LCD fashion.

Sound effects are a sort of metallic "boing" and extremely effective. You can play the computer or a human opponent and use

Sound effects are a sort of metallic "boing" and extremely effective. You can play the game at several different speeds, skill levels and you can change the colour of the screen at will to choose your favourite glyding cell colour scheme.

You can play the computer or a human opponent and use



which Bobby and his brothers were told never to go into, as this is where all the bad bearings went.

They had all been good until the arrival of their cousin. He dared the brothers to go out to the forbidden zones, and like complete mugs they accepted. (Well boys will be boys you know!)

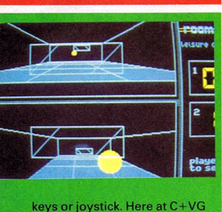
Bobby, being the brave and handsome type, has to go in and rescue his brothers from the baddies, and if he feels like it, he might rescue his cousin as well!

Another great feature on Bobby is the fact that you don't fall off the edges of the screen, unlike *Spindizzy*, which gets annoying.

Bobby Bearing features great graphics, weird sound and brilliant game play. The Edge say it's going to be their biggest game yet. I believe them.

I love this game, it's so playable, if you don't buy this, throw your Spectrum away.

- **Graphics** 10
- **Sound** 8
- **Value** 9
- **Playability** 10



keys or joystick. Here at C+VG we found the keys easier to control.

You can achieve some really neat shots — bouncing them off the walls and putting a bit of spin on the ball by swiftly moving the bat when you strike the ball. Lots of skill involved here at higher levels. The bats have built in inertia — they move when you strike the ball and bounce off the floor and walls.

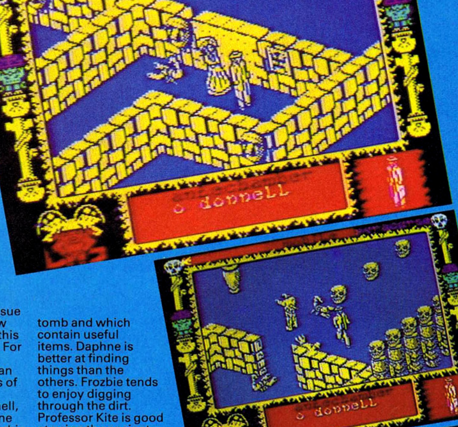
There's also a score chart which can be accessed from the comprehensive menu screen at the end of each glyding session.

Room 10 is simple, addictive fun with a capital F. Well put together, with neat graphics, terrific sounds and totally absorbing gameplay.

- **Graphics** 9
- **Sound** 9
- **Value** 9
- **Playability** 9

PYRACURSE

- **Machine:** Spectrum 48/128
- **Supplier:** Hewson
- **Price:** £9.95



So, you thought you'd seen it all did you? When it comes to 3D arcade adventures, that is. Well, think again, because *Pyracurse* is here. This latest release from Hewson will not only enhance their already considerable reputation for producing quality games, it will also make "room based" arcade adventures look a bit silly.

Pyracurse allows you to move freely about a huge scrolling area exploring mysterious rooms and chambers, opening chests and discovering the contents of huge ancient vases.

If you picked up the last issue of C+VG you'll already know some of the background to this South American adventure. For the unfortunate few who couldn't get their hands on an issue here's a brief synopsis of the plot.

Patrick "Legless" O'Donnell, Professor Roger Kite, Daphne Pemberton-Smythe and Frozbie the dog set out to explore the tomb of the daugher of Xipe Totec an ancient and supposedly immortal god. They hope to find Daphne's father, ace explorer and archeologist Sir Pemberton-Smythe, who has unaccountably gone missing in the Sinu region of Columbia.

At the start of the game the four characters are found at the entrance to the tomb — which is teeming with headless guardians, poisonous scorpions and deadly skulking skulls.

Each of the characters has his/her its own particular skill. And you'll need to keep all four of the explorers alive if you want to succeed. Fortunately there are flasks of the extremely useful genetic enzyme dotted around the tomb. These can be used to resurrect "dead" characters if necessary. It's a good idea to make sure that at least one of your characters has a flask of this enzyme. They can be found quite close to the entrance!

O'Donnell is the strongest member of the group. He's useful for breaking pots which you'll find inside the tomb and which contain useful items. Daphne is better at finding things than the others. Frozbie tends to enjoy digging through the dirt. Professor Kite is good at using the ancient objects left in the tomb.

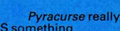
At the top of the screen is a window displaying your current mode of operation — you start in mobile mode. To the left, a coloured band indicates the energy status of your current character. If the energy level falls to zero your character will die.

Manipulating the characters and getting them to do all the right things for you will be crucial when playing the game.

The monsters you'll find are not very clever but they are extremely single-minded. They will not stray far from their posts but they will chase you if you get too close to them. Fortunately there are ways of disposing of them!

There are many items for you to collect and use scattered around the tomb. To pick up an object, select mobile mode and walk up to the item you require. As you collect it the graphic window will flash and show you a picture of the item. Each character may carry up to three items at a time.

If O'Donnell or the Prof are a bit low on life-force, a cuddle with Daphne will help!



Pyracurse really IS something completely different. It has atmosphere and addictiveness in equally enormous quantities. It's the first "adventure movie" from programmers Mark Goodall and Keith Prosser — hopefully the first of many.

- **Graphics** 9
- **Sound** 8
- **Value** 9
- **Playability** 10



Purnell Book Centre, Paulton, Bristol BS18 5LQ

Nick Faldo Plays the Open

● **Machine:** Amstrad CPC 464/6128
● **Supplier:** Mind Games
● **Price:** £9.95

Do you want to play a round with Nick Faldo? Sounds slightly dubious, eh? But not a bit of it. This is the Royal St George's Club in Sandwich and everything's above board and very respectable.

Nick Faldo Plays The Open has been around for some time on other formats but the Amstrad is probably the best. Good size graphics, bright and colourful, and a uncluttered screen lay out.

The lower half of the screen is taken up with the icons for controlling the game — choice of club, direction and strength of shot, weather and score card.

In the centre is the animation of the golfer. In the Spectrum version of the game the annimation also included the caddy who would pass you the selected club. "Are you sure," he would say. "Yes," you reply which prompts an "OK" from him. All this is missing, but not missed from the Amstrad version. The lack of this verbal interplay speeds up the game.

Nick Faldo Plays the Open is good fun and instantly playable. But to be honest, Ariolasoft's *Golf Construction Set* on the Commodore 64 has the edge.

● **Graphics** 7
● **Sound** 5
● **Value** 8
● **Playability** 8

WAR PLAY

● **Machine:** CBM 64
● **Supplier:** Anco
● **Price:** £7.95 cassette/£10.95 disc

Here's the latest blast and bomb 'em game to turn your Commodore 64 into a battlefield.

A strategic island has fallen into enemy hands and must be recaptured at all costs. Victory can only be achieved when the enemy headquarters have been destroyed. Two people can play the game one taking the role of defender and the other the invader. You can swap between a tank and aeroplane for the conflict. The majority of the screen is taken up with an angled view down onto the battlefield, showing, buildings, tanks, trees and airstrips etc. A strip across the bottom of the screen contains details of the present status of both Defender and Invader.

There are three levels of play, ranging from easy to hard.

Definitely not in the *Commando, Rambo* league.

● **Graphics** 5
● **Sound** 5
● **Value** 6
● **Playability** 6



Kung-Fu Master

● **Machine:** Amstrad
● **Supplier:** US Gold/Data East
● **Price:** £9.95 cassette/£14.95 disk

And another one bites the dust! Weapon-wielding warriors are knocked for six as I, the Kung Fu Master, face the perils of the wizard's temple.

Well that's the way it should have been but more often than not it was me who fell victim to some vicious kicks and punches.

And that's not all which stands between you and rescuing a captive maiden. Dragons, killer bees and strange globes which burst over your head showering deadly fragments around also pose problems.

Kung Fu Master was wonderful in the arcades and US Gold's computer version captures all of the original excitement.

It's fast paced, graphically excellent and very addictive. There are only five levels to the game but there's enough in them to test your joystick.

● **Graphics** 8
● **Sound** 7
● **Value** 8
● **Playability** 9

TIME TRAX

● **Machine:** Commodore 64
● **Supplier:** Argus Press Software
● **Price:** £9.95

We had a lot of trouble getting hold of this game. When we did eventually get one, it wouldn't work. It will come as no surprise to you that having to make a raid on the software company just to get a working copy, in 81 degree heat, is no picnic. Still. We're the courageous sort at C+VG and after only a whole day's effort, we got the dashed thing to work.

Time Trax is, according to Argus, "incredibly deep". Hmm. Dense maybe. The plot goes a little like this. . . There was a nuclear war. You survived. Your sole companion in your shelter was a disturbed old lunatic called Uriah Winterbottom M.Sc. He was a mad professor in the classic style. A few days before the end, he began to babble about time zones and suchlike. . . Get the picture? Yup? The game plan is remarkably similar to 5th Axis (reviewed last issue). It involves travelling through time zones and returning lost pieces of history to their correct eras.

The screen is presented in a very orderly fashion, the top half being an "action window", showing — surprisingly — the action. In the lower half a series of boxes show all sorts of interesting, and utterly vital, information. Time elapsed, tiles stored, energy left, object storage boxes and the menu.

The menu is quite competently assembled. By moving the joystick back and forth, you can select options with which you can manipulate objects.

And that's really all there is to it. The graphics are nice, but too small to contain any detail.

There are an awful lot of places to go, from the current era — obviously — through the ice age, wilderness, golden age, Gothic period and many more.

To find an object, you need to LOOK in a likely place. Unfortunately, there are an awful lot of likely places, and it takes a considerable amount of time to check them.

And that, dear readers, is it. Nothing marvelous, but reasonably reasonable. Oh, yes, the music is very nice too.

● **Graphics** 7
● **Sound** 8
● **Value** 7
● **Playability** 6

TRAP

● **Machine:** Commodore 64
● **Supplier:** Alligata
● **Price:** £7.95/£9.95 (tape/disc)

Trap is impressive. It has neither fast 'n' furious action, nor any great extent of strategy, but it holds a player's interest for a considerable amount of time.

An attractive title page appears while the game is loading, showing a 3D representation of your ship, flying down a narrow canyon. Sounds familiar, doesn't it? Well Alligata make no attempt to confuse prospective purchasers with a lengthy storyline. It's a game involving a lot of zapping, and is no less accomplished for that.

The idea is simple — you must try to shoot, dodge and fly your way as far into enemy territory as possible, bombing fuel cannisters and picking up cargo.

The screen is presented in much the same way as, um, (Millions of other games — *Ed*) er, right. It's a simple plan view, scrolling from top to bottom, revealing new areas of landscape as you progress. Your mission is made more difficult by the numerous defences which bar your way. Some take the form of gun installations, dotted around the walls of the canyon, while others are fiendish police squadrons, who fly straight at you, guns blazing!

Control of your ship is far from complicated — left and right, fire, Zappo (equivalent to a Defender smart-bomb) drop cargo, and increase/decrease speed. Cargo is collected by flying over it. There are three requisites which need to be satisfied before you can move onto the next phase. These are as follows: Aliens left to kill, boats left to bomb, and Police Craft remaining.

Something which will please all hackers is that a demo mode has been included. Try typing "demo" into the high-score table and see what happens!

And that's just about it. What we have, then, is a fast and furious zapping game, in the classic style. Not too complicated, easy to get the hang of — and, most importantly, fun to play.

● **Graphics** 7
● **Sound** 7
● **Value** 7
● **Playability** 8

If you go down to the woods today... you're sure of a swift demise...

"Cauldron II looks good, sounds good, and plays even better. Miss it and you'll regret it."
– Zzap! 64

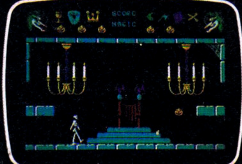
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C + VG

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C+VG HIT!

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CAULDRON · II
THE PUMPKIN STRIKES BACK







Actual screen shots from the Commodore

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ACRO JET



● **Machine:** C64
● **Supplier:** Microprose/US Gold
● **Price:** £9.95 (tape) £14.95 (disc)

The first of this issue's flight simulations is the instant classic *Acro Jet* — which our very own Hot Gossiper Tony Takoushi raved about in our June issue.

This is probably the fastest simulator you'll ever fly — based as it is on an acrobatic jet.

The screen layout is similar to *Solo Flight's I/II* but there the similarity ends. This IS a jet plane after all!

The player is faced with numerous play options at game start. Four players can compete with a choice of ten events.

The events are Pylon Race, Slalom Race, Ribbon Cut, Inverted Ribbon Cut, Under Ribbon Roll, Loop Under Ribbon, Under Ribbon Race, Spot landing, Cuban Eight and Simulated Flameout.

You can pick and choose the events you wish to play at game start from four options. Single Event, Pentathlon, Decathlon and Unlimited.

The ten events all require a good mix of skill, timing and concentration, but they are beautifully interactive, and you feel you are in control.

This isn't really a simulator for beginners — although it is extremely easy to get into. The game comes with *Microprose's* usual comprehensive documentation complete with quick start instructions.

Acro Jet is an action packed flight package — lots of fun, even for those among you who aren't immediately grabbed by games of this kind.

As you dive and weave around the skies you can see the underside and top of your *Acro Jet* — a nice graphic detail.

● **Graphics**	9
● **Sound**	8
● **Value**	9
● **Playability**	8

JET

● **Machine:** C64/128
● **Supplier:** Sublogic/Centresoft
● **Price:** £34.95

If you can find the incredible price tag and enjoy complex flight simulations then this offering from Sublogic could be for you. But here at C+VG we reckon that any Microprose flight simulation knocks the socks of this alternative American offering. And Wild Bill's flight sims come at half the price!

Like all flight games you begin at the menu screen which offers you a choice of five different scenarios, dogfight, target strike, free flight or demo. You also get the option to load in "scenery discs" which are an optional extra.

Then you get a chance to select practice or difficulty levels before going onto the next selection screen which allows you to fly either an F16 Fighting Falcon or an F18 Hornet.

It's best to sort out the controls before you blast off — and here **Jet** is amazingly difficult for the beginner or first time player. Lots of shift/key combinations to deal with which make flying the thing a difficult job indeed. About the only thing you can do via the joystick is to control the jet's altitude and fire the selected missiles. And the response time to your control instructions is much too slow.

You'll find yourself making use of the eject mode quite a bit — a nice touch, probably the best thing about the whole game!

Jet isn't a simulation for the novice fighter pilot — and frankly the huge price tag just isn't justified by the product.

C+VG's test pilot would go for *Solo Flight* or *Acro Jet* instead.

● **Graphics**	8
● **Sound**	6
● **Value**	6
● **Playability**	6



SOLO FLIGHT II

● **Machine** C64/128/Atari
● **Supplier:** Microprose/U.S. Gold
● **Price:** £9.95 (cass) £14.95 (disc)

The original *Solo Flight* was about the easiest flight simulation to get into. Now here's *Solo Flight II* — a special remix of the original. And it's simply brilliant.

It's got all the neat features of the first game with a revamped instrument console and terrific speech synthesis.

Try the flight practice option and a soothing American voice talks you through your first flight from take-off to landing. A great way to learn how to fly. There's even a soothing American female voice that gives you messages from the "control tower" — about weather and such like.

The soothing American voice doesn't even panic when you go into a power dive! It tells you when you're too low, too high, travelling too fast — but doesn't shout "Mind the trees!" or "You're a maniac, I'm bailing out!" or even "Argghhhhh!"

It seems a bit churlish to call this piece of software a game — it's probaly the nearest most of us will get to flying a real plane.

But there is a challenge element in the mail run option — you have to deliver five bags of mail to different destinations battling against deteriorating weather conditions and coping with night flying.

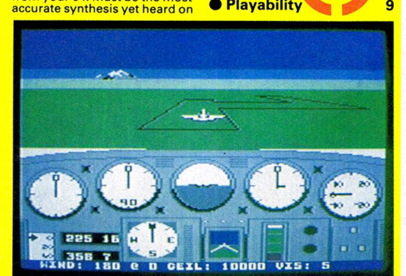
The instrumentation is easier to decipher in this revamped version and the game — unusually for a simulation of this kind — is amazingly easy to get started. The synthesized instructor really helps to get you started.

Solo Flight II continues the long line of accurate flight simulations from ex-fighter pilot "Wild" Bill Stealey's Microprose outfit. In fact it was play tested by "real" pilots during development.

Graphics are simple but extremely effective. Sound is great — and the speech! Well, you won't believe it's coming from your 64. Must be the most accurate synthesis yet heard on a micro. *Solo Fight* is the closest thing to flying short of going up in an aircraft. And the price isn't sky high either. Great product — great value.

● **Graphics**	8
● **Sound**	9
● **Value**	10
● **Playability**	9





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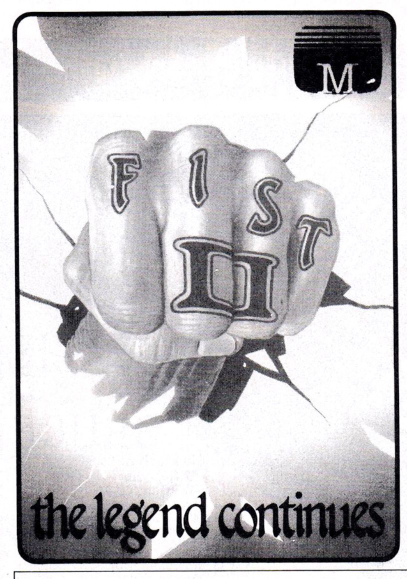
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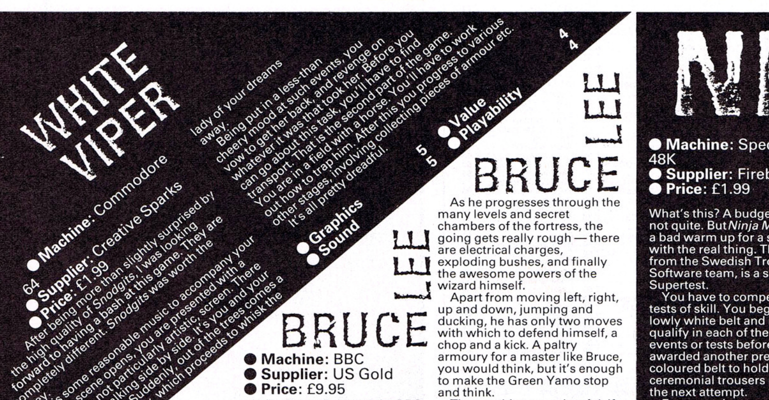
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WHITE VIPER

- **Machine:** Commodore 64
- **Supplier:** Creative Sparks
- **Price:** £1.99

After being more than slightly surprised by the high quality of *Snodgits*, I was looking forward to having a bash at this game. They are completely different. *Snodgits* was worth the money.

There is some reasonable music to accompany your quest. As the scene opens, you are presented with a colourful, though not particularly artistic, screen. There are two characters walking side by side. It's you and your girlfriend — a princess. Suddenly, out of the trees comes a rather revolting black thingy, which proceeds to whisk the lady of your dreams away.

Being put in a less-than cheery mood at such events, you vow to get her back, and revenge on whatever it was that took her. Before you can go about this task, you'll have to find transport. That is the second part of the game. You are in a field with a horse. You'll have to work out how to trap him. After this you progress to various other stages, involving collecting pieces of armour etc. It's all pretty dreadful.

- **Graphics** 5
- **Sound** 5
- **Value** 4
- **Playability** 4

BRUCE LEE

- **Machine:** BBC
- **Supplier:** US Gold
- **Price:** £9.95

It's finally available on the BBC. *Bruce Lee* is a lively up-and-at-'em martial arts adventure which has our Bruce kicking and chopping his way through a perilous fortress in search of infinite wealth and the secret of immortality.

He's not left to do so in peace, needless to say. The fortress is full of dangers, including the dreaded Green Yamo and the fiendish, stick-wielding Ninja.

As he progresses through the many levels and secret chambers of the fortress, the going gets really rough — there are electrical charges, exploding bushes, and finally the awesome powers of the wizard himself.

Apart from moving left, right, up and down, jumping and ducking, he has only two moves with which to defend himself, a chop and a kick. A paltry armoury for a master like Bruce, you would think, but it's enough to make the Green Yamo stop and think.

The graphics are colourful, if rather crude, but don't let that put you off, even if the price does. *Bruce Lee* neatly combines arcade action with martial arts in a very entertaining package.

- **Graphics** 8
- **Sound** 6
- **Value** 6
- **Playability** 9

NIN

- **Machine:** Spectrum 48K
- **Supplier:** Firebird
- **Price:** £1.99

What's this? A budget *Fist*? No, not quite. But *Ninja Master* isn't a bad warm up for a session with the real thing. This game, from the Swedish Tron Software team, is a sort of Ninja Supertest.

You have to compete in four tests of skill. You begin as a lowly white belt and must qualify in each of the four events or tests before you are awarded another pretty coloured belt to hold your ceremonial trousers up with for the next attempt.

Event one is a test of your reactions. You have to fend off flying arrows by kicking and punching at the right time. Each of your three attempts at qualifying is timed and if you don't get the required score it's back to the start of the game again.

If you do qualify it's on to the karate chop challenge in which your Ninja has to smash a block of wood which looks big

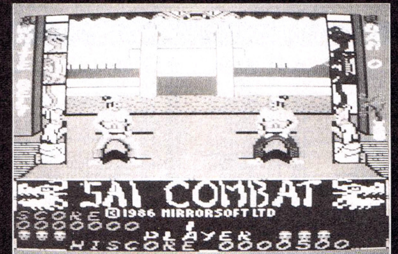
SAI COMBAT

- **Machine:** Amstrad
- **Supplier:** Mirrorsoft
- **Price:** £8.95 cassette/£13.95 Disk

It looks good and it sounds good — that's Mirrorsoft's *Sai Warrior* on the Amstrad.

Bascially, it's a sort of *Way of the Exploding Fist* with sticks. And good fun it is.

Sai Kararte is a martial art in which the fighters use a Sai Weapon — a big pole, in other words. Add to this a variety of karate kicks and you've got the ingredients of a violent punch up.



The idea, as with most of the seemingly millions of martial arts games on the market, is to fight your way through eight levels, from white to black belt and then through the eight dan levels until you reach Sai Master. At various stages in the game there are extra hazards to face — such as Ninja stars hurtling by.

Points are scored for successfully landed blows. A total of 600 points are needed for a knockdown. Energy levels are shown on the dragon's head on the scoreborad. Three knockdowns are required to progress to the next level.

The Sai Warriors are big, bright and very colourful. The sound is quite funny. The supposed whoosh of the Sai weapon through the air sounds a little like a jet engine starting up.

- **Graphics** 8
- **Sound** 7
- **Value** 7
- **Playability** 8

SPY HU

- **Machine:** BBC
- **Supplier:** US Gold
- **Price:** £9.95

Spy hunter? Smiley would turn in his grave. The hero of this game is a cross between James Bond in Casino Royale and that character in Death Race 2000 whose main aim in life is to run everyone else off the road, as violently as possible.

Because that's what *Spy Hunter* is all about. A van rolls up and disgorges your ultra-equipped turbo-charged spy mobile. You evidently haven't been very subtle in whatever investigations you've been conducting, because all the enemy's master spies are out to get you.

With a screech of scorched rubber you're off, controlling your car via joystick or keyboard, choosing your own speed. The road unrolls before you, but careful, it's icy in places. An enemy appears, and must be dodged or obliterated — it might be the Road Lord, Switchblade, Barrel Dumper,

JA MASTER

enough to be a kerbstone. This is just a two key "decathlon" game. Hammer away to get the powermeter into the red and you'll break the block. Not much of a challenge this.

Which is something that cannot be said about the next test which pits your Ninja — armed with a sword — against the deadly Ninja stars. This is another — tougher — reaction test. The stars come at you thick and fast and at different levels. Once again you get three timed chances to beat the qualifying score.

Manage this one and you find yourself armed with a blowpipe attempting to shoot down cannisters thrown from the right hand side of the screen — Japanese duck shoot!

The best thing about the game are the sound effects. Horrible screams when your Ninja gets hit, nice oriental cries of triumph when you get something right, and huge cheers from the crowd when you qualify for an event.

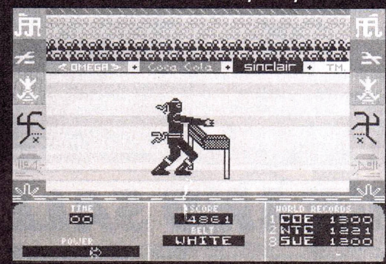
The graphics are nicely done and the screen presentation, hi-scores in a little window on the right hand side, with other relevant details along the bottom of the screen, is good too.

Each event is preceeded by an intro screen which usefully tells you the right controls, which the player can define if he or she so wishes at the start of the game.

This is a keyboard only game and we experienced some difficulty loading with a joystick interface plugged in. The game doesn't really lose anything because of the lack of a joystick option.

Ninja Master is a good value budget game — but might not be long on lasting appeal after you've wacked through it a few times.

- **Graphics** 6
- **Sound** 7
- **Value** 6
- **Playability** 6



HELICHOPPER

- **Machine:** Spectrum
- **Supplier:** Firebird
- **Price:** £1.99

Airwolf this isn't. But it still involves a super-helicopter on a mission to rescue — not scientists or maidens in distress or prisoners of war — but clones. There's a new twist for you.

Unfortunately the game is pretty uninspiring — even for a budget title. You have to fly your chopper around a cramped screen full of blobby aliens, pick up the clones and land them safely on a series of platforms on the left hand side of the screen.

There are four screens to this game — each with varying difficulty levels — more, nastier, quicker aliens. You can bomb the nasties as you dodge about if you really want to.

Frills like a joystick option, an instruction screens, comprehensive menu screen and a hi-score table don't stop this efffort registering a high mark on the old boredometer. Save your two quid and put them towards a full price game!

- **Graphics** 5
- **Sound** 4
- **Value** 4
- **Playability** 3

INTER

The Enforcer, Doctor Torpedo. On the other hand, it might be a civilian vehicle, so watch that itchy trigger finger . . .

Your only weapon at the start is a machine gun, but as the game goes on the weapons van (surely with Q at the wheel?) shows up from time to time to equip you with more gadgets, like an oil squirter, a smokescreen, and anti-copter rockets. This happens to the accompaniment of a tune which is based, loosely, on the classic James bond theme.

In best Bond tradition, your car can even turn into a hydrofoil, which gives you the chance to confront a whole new set of villains and obstacles on water.

It's an amusing variation on the old arcade zap 'em theme, but that's basically all it is. Though, personally, I would buy it for that theme tune alone

- **Graphics** 8
- **Sound** 9
- **Value** 6
- **Playability** 7

REBEL PLANET

- **Machine:** BBC
- **Supplier:** US Gold
- **Price:** £7.95

You are Tarann, last of the Earth heroes, engaged in one last, desperate attempt to break the stranglehold of the loathsome Arcadian empire on the galaxy.

Your quest, to destroy the Arcadian queen computer. Your weapon, a forbidden laser sword. Your opponents, many. Your chances, pretty remote — as far as I can see.

Rebel Planet is a text adventure which may not have been Quilled, but it certainly has that feel, with all the clumsiness of response you get from adventures written according to a preset formula. You are confronted with "Sorry, I'm confused" frustratingly often when the program doesn't recognize your input, but at least there's a fair variety of "You can't do that"-type messages.

There are one or two home-made touches which really shouldn't appear in a commercial product: sentences occasionally get duplicated, or words wrap round badly, with single characters being taken over on to the next line. On at least one occasion the program told me an object was in view, then proceeded to deny it when I tried to pick it up.

That's what I don't like about *Rebel Planet*. What I do like about Rebel Planet is the ingenuity of the puzzles and the liveliness of the scenario. You start on the flight deck of the merchant ship Caydia, disguised as a travellng merchant. The ship seems to be deserted except for domestic droids which scurry around cleaning the place. You must explore, pick up what's going, top up your protein and energy levels, then disembark on to planet Tropos to make your first contact with the underground resistance.

Simple enough, you might think — only it wasn't. I never did get to grips with the tortuous workings of the author's mind. I died of starvation six times before I gave up trying to find the card that operated the sustenance machine, and turned to chewing the carpet instead . . .

That's what it's all about, of course. A good adventure should grip, and *Rebel Planet* is certainly gripping. I just wish something could be done about the constraints of the framework within which so many adventures these days seem to be written.

- **Vocabulary** 6
- **Atmosphere** 8
- **Personal** 8

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ACTION REFLEX

● **Machine:** Spectrum 48K
● **Supplier:** Mirrorsoft
● **Price:** £7.95

Good grief. We've had pre-production copies. We've had preview copies, we've even had botched-up demo copies. This, however, is a first. It's a penultimate version of *Action Reflex*. Why companies won't just admit that the ruddy product isn't ready is beyond me!

Hurumph!! Having got that off my chest, I can get on with the important issue; what the game is actually like.

It's been written by C. F. Urqhart. Name rings a bell, doesn't it? Unfortunately, there's nothing that I could find which makes this game stand out from the run-of-the-mill offerings which flood the C+VG offices.

The "aim" of the game is exploration. It's nicely presented, with very colourfull graphics and reasonable sound. You take control of "bounce", a sphere. Hardly the most charismatic character. Still, he's certainly got some energy; rushing around the screen like nobody's business. You control him simply by pushing the joystick left and right, and pressing fire to make him bounce. (Keyboard control is included as well).

It's humiliatingly frustrating. The C+VG swear-box was filled to overflowing after only a few seconds play. Mirrorsoft says that they will be making some alterations, which "may affect game play". With any luck, it will make the thing slightly more easy. As it stands, the game is just too tough.

Your progress through the various screens is hampered by an assortment of nasties — some stationary, others mobile. There are a number of traps. Crossing a suspect pad in the floor may well result in you being sprung into the air. If there is a magnet above the pad, you're in serious trouble as a dart will fly across the screen and effectively burst your ball, while you are hanging helplessly from the magnet.

Water troughs and plain old holes provide more ball-breaking problems. You can take some transport short-cuts too. Chutes and tubes will whizz you from place to place.

The main problem with the program is that bounce is so bloody hard to control! Once he's started his frenetic bouncing routine it's nigh-on impossible to stop him from careering into something deadly.

That's just about it. Nothing particularly special.

● Graphics	6
● Sound	5
● Value	5
● Playability	4

KANE

● **Machine:** Amstrad
● **Supplier:** Melbourne House
● **Price:** £9.95

There's not a lot you can say after suffering two "atomicdrops", a "piledriver" and "turnbuckle fly" at the hands of a bunch of unsavoury characters with the names of Flying Eagle, Vicious Vivian and Molotov Mick.

Yes, Amstrad freaks, it's your turn for a bout of grappling, with *Rock 'n' Wrestle*.

There are a total of 25 moves, which says Melbourne House are all easily controllable with a joystick. This is open to doubt.

The colours are very bright but the animated figures tend to be very chunky.

Rock 'n' Wrestle is okay, but it's nowhere near *The Way of the Exploding Fist* in the fun stakes.

● Graphics	7
● Sound	7
● Value	7
● Playability	7

ROCK 'N' WRESTLE

● **Machine:** Amstrad
● **Supplier:** Mastertronic
● **Price:** £1.99

Bite the bullet and fork out £1.99 for *Kane*. You probably won't regret it.

The game, in which you play the part of the sheriff trying to make peace with the indians, is in several parts.

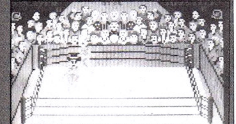
In the first part you must earn peace tokens by shooting down birds with a bow and arrow. Each token gives an extra life.

Stage two involves a gallop across the desert, jumping bushes and rocks until you reach the town of Kane.

The third stage is set in the town. The sheriff is ambushed and must shoot the sneaky citizens as they pop out of doors, windows and side streets.

Kane was good fun on the Commodore and is equally fun on the Amstrad. We like it. Honest, njun

● Graphics	6
● Sound	7
● Value	8
● Playability	8



CORE

● **Machine:** Amstrad/C64
● **Supplier:** A'n'F
● **Price:** £8.95

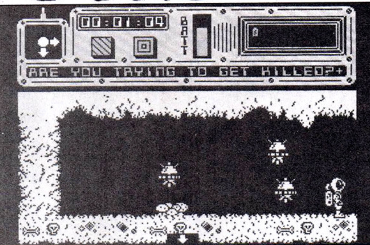
Cor, it's *Core*! Yes, well. Here comes *Core*, a new type of arcade adventure. This one incorporates icons (new?) and has some rather nice graphics.

The graphics are sort of *Nodes of Yesod* type although there isn't that much colour in them and they are fairly fast. Anyway back to the plot. You, as Andrew Angello, a weird type of astronaut, have received a message from your HQ to go and find out who or what is wiping out your asteroid colonies.

On arrival, you find that all personnel are dead, some 720 of them! Your only hope is to collect and reassemble the biological memory cells that were left on the asteriod to create the colony's memory, and find out why they died.

This all sounds simple, doesn't it? Well it's not. First of all you discover that the icons are very hard to use if you are playing with a joystick. You have to do all sorts of strange moves just to drop something that you have picked up.

When you get hit by an alien, you get the message "Oh, That smarts". Oh, that smarts? What does that mean? Then, if you are unfortunate enough to get hit again, the game tries to accuse you of getting killed deliberately!! To top it all off, when you die it says "Mission aborted, due to death!" Pretty obvious really.



All the screens seem to be the same with doors and aliens and things on the floor, just occasionally it may be a different colour. Still, once you have mastered the icons, got used to dodging all the aliens, and have played the game so many times the stupid messages don't bother you, then you can get into the game — providing you're not too worn out after all that lot.

Without doubt, *Core* is a good idea, but the game doesn't hold your interest that much due to the method of control.

It says on the box that this game will require "speed, skill and brains." Yes it does need these, but it also requires A-level maths to figure out the icons!

● Graphics	9
● Sound	4
● Value	5
● Playability	6

TAU CETI

● **Machine:** C64
● **Supplier:** CRL
● **Price:** £9.95 (tape) £14.95 (disc)

There's no excuse for any computer gamer being without this classic strategic shoot 'em up now the 64 version is out on the streets.

Pete Cooke's original game has been translated to the 64 by one John Twiddy — and he's done a brilliant job!

Tau Ceti, one of our G-type stars colonised by Earthlings in the year 2050, has been decimated by a vicious plague called Encke's Syndrome. The few remaining colonists have fled.

When a cure is discovered, the decision is taken to recolonize *Tau Ceti*. The first expedition, however, finds a malfunctioning defence system, damaged by a huge meteor and is destroyed.

You volunteer to go alone in an armed ground skimmer to return the defence system to normal operation. Your task is to search the devasted cities of *Tau Ceti* and collect the necessary hardware to shut down the massive fusion reactor in Centralis that fueled the planet in order to shut down the malfunctioning defence systems.

The defenders come in the shape of flying saucer craft called Hunters — of varying firepower and vulnerability. There are also things called spheres — like the Rovers in *The Prisoner* TV series. All are extremely unfriendly and potentially lethal.

On loading you see a view of the skimmer's instrument panel. The screen is divided into three areas. The large window on the left is your viewscreen, below that is a long blue area. This is your contact with the Skimmer's powerful computer. At the right of the screen is an information screen which includes a compass and real-time clock along with a message showing the direction of the view selected, the city you are in and the ship's flight status. Below that is the scanner which gives a plan view of your surroundings, some smaller windows give other info.

One shows, speed, shield energy, fuel remaining, laser temperature and height.

The Skimmer operates in two modes, flight mode and ground mode. In flight mode control of the program is via single keys or a joystick.

In ground mode you are in direct communication with the skimmer's computer via the computer window. You see the message "TYPE HELP OR SOME OTHER COMMAND" in the computer window.

Type HELP and the commands you can use are listed.

The MAP command enables you to see where you are — and where you can travel to. Each city is connected by a series of "jump pads" which enable you to take your Skimmer from city to city. The map shows you these routes. Moving a cursor over the name of the city and hitting the fire button enables you to get a readout of the city's status.

Unlike the Amstrad and Spectrum versions the 64 game has a few graphic frills — like different buildings, flashing "lights" and solid looking structures.

Tau Ceti is simply brilliant in all its incarnations — buy it!



● **Graphics** 9
● **Sounds** 9
● **Value** 10
● **Playability** 9

C+VG HIT!

SPLIT PERSONALITIES



● **Machine:** Spectrum 48k
● **Supplier:** Domark
● **Price:** £7.95

In my opinion, *Split Personalities* is absolutely topping! It's fast, furious, and extremely enjoyable.

The basic idea, as Domark says, is very simple. Remember the strange little hand-held puzzles which preceeded Rubik's cube? Yes? You know, where you had to slide tiny plastics blocks left, right, up and down in order to make up a fragmented picture. Well, this is the basis for the game. You pull the pieces of pictures from the top left hand corner of the screen, and shuffle them around.

Movement is a bit tricky, because everything moves so fast, it's tough to get to grips with the cursor.

Split Personalities is great.

● **Graphics** 8
● **Sound** 6
● **Value** 8
● **Playability** 9

C+VG HIT!

LEGEND OF THE AMAZON WOMEN

● **Machine:** CBM 64
● **Supplier:** US Gold
● **Price:** £9.95

From the steamy jungles of Birmingham comes the *Legend of the Amazon Women*. Or the Leg-End of the Amazon Women as it is affectionately known.

First the "plot". Lady Wilde and her daughter are the only survivors of a plane which has crashed in the Amazon jungle. But, on regaining consciousness, Lady Wilde finds her daughter has disappeared. Bravely she sets out to rescue her child who has fallen into the clutches of the Amazon women.

Against a scrolling jungle background — there are ten zones — Lady Wilde plods on with her club, duffing up the Amazons or, depending on your skill, getting duffed up.

Points are scored for hitting and defeating your opponents, dodging arrows etc. Weapons available to the fighters at various stages of the game include clubs, swords and axes.

One intriguing thing is that Lady Wilde looks exactly the same as the Amazons except for a different coloured dress and lighter skin.

The combat action is extremely slow and the game becomes somewhat tedious very quickly.

● **Graphics** 7
● **Sound** 5
● **Value** 5
● **Playability** 5

TIME : 3:19 SCORE : 001300

DISK 50

- **Machine:** Amstrad
- **Supplier:** Cascade
- **Price:** £9.95

The trouble with releasing vast amounts of games for a relatively cheap sum of money is that everybody thinks they must be a load of rubbish.

So what do you make of 50 games on an Amstrad disk for just £9.95? Well, the truth is that most of these games are not exactly gems. It's doubtful if any of them would ever see the light of day individually. However, when they are all lumped together in one package, they don't seem too bad.

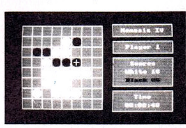
Cascade has done the sensible thing and highlighted what it believes to be the best games in the collection. These include *Backgammon*, *3D Maze* and *3 Card Brag*.

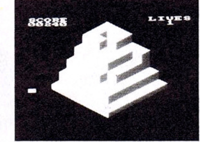
Perhaps the best is *Nemesis IV*, a counter and board game. The basic aim is to fill up most of the squares with your counter 'rather than your opponent'. It's simple, straightforward and quite good fun to play.

But, when all is said and done, £9.95 for 50 games is extremely good value.

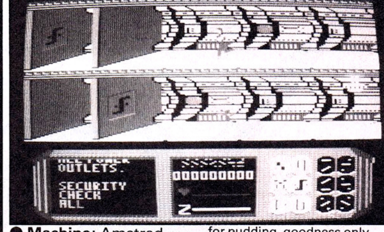
There's no real point in marking every game individually so the following marks apply to the overall package.

- **Value 9**
- **Playability 7**





V



- **Machine:** Amstrad
- **Supplier:** Ocean
- **Price:** £8.95 cassette/£14.95 disk

If you don't like code cracking then *V*, based on the sci-fi television series, could prove more than a little infuriating to you.

The earth has been invaded by a race who call themselves "The Visitors", a pretty bland name for lizard-like aliens who disguise their revolting reptilian features behind a false human skin. Their eating habits also leave much to be desired. They think nothing of a tasty rodent for starters and human flesh for the main meal. What they like for pudding, goodness only knows.

Resistance to the aliens is led by Michael Donavan, the part you play. To defeat the Visitors, he must place explosives in five strategic areas of the ship — and blow it up.

Two thirds of the screen is taken up with side views of the space ship. The bottom third is filled by the Communiputer, divided into three windows, displaying various information.

V is fairly entertaining, but it's a pity it wasn't easier to get into.

- **Graphics** 8
- **Sound** 6
- **Value** 7
- **Playability** 6

NEXUS

- **Machine** Commodore 64/128
- **Supplier** Nexus
- **Price** £9.95

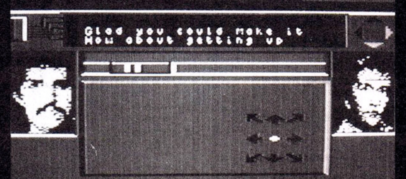
Coo! This looks like a rather swish package. The snoozey old cassette covers that we have been accustomed to over the years were never much to look at, were they? Well, Nexus have taken a different approach. Instead of the normal style box or those horrible video cases, they've had a re-design. The tape now comes in a rigid plastic container, which looks very sci-fi and 'module' like.

Having finally broken the box open, I pushed the tape onto the deck and waited. And waited. The Commodore loading has never been famous for its speed, and even with turbo load, this game seems to take a frightfully long time to load. Eventually it finished, and the screen flickered, if not exactly burst, into life.

In *Nexus*, you take the role of a newspaper reporter, whose friend has been kidnapped by a fiendish drug baron, and whisked away to his hideout in Columbia, South America. Your obvious objective is to rescue your friend. Of course, any hack worth his salt would realise that there is the possibility of a very good story in such events. This is your second task — to report all the information you discover to your editor, back at the newspaper. Now, the story would be Pulitzer Prize winning material if you could actually crack the drugs-ring too. . . .

The opening scene is of your character arriving — through an underground river at the baddies' HQ on a jet-ski. After you leave the shore, and progress in-land, you will be greeted by a friendly character called Tony. He will help you to get started.

Game-play is rather similar to *Impossible Mission*. You control an animated character which runs left and right across the screen. He can also enter doorways by pushing the joystick up. If you make this move when a door isn't in sight, you will be taken to a menu of options, regarding greeting people, taking a photo of important locations for your story, launching into unarmed combat, or using the stun gun or hand grenade.



The selection of these options is quite clever. Instead of having to cycle through the options you can move the joystick to a particular position to select. For example, moving the joystick in one direction would make you take a photo, and moving it another way brings the stun-gun into action. It's okay if you have a good joystick, but easy to make a mistake if your stick is a bit battered.

Game play isn't particularly fast. The graphics are a little flickery. There's nothing really wrong with the game, though and it is fun to play, as well as being challenging. There's music, too. But it's ghastly.

- **Graphics** 7
- **Sound** 6
- **Value** 7
- **Playability** 7


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BABY BERKS

- **Machine:** C16/+4
- **Supplier:** Alpha
- **Price:** £1.99

Once upon a time, Commodore User published a machine code listing of a game for the C16 Now it's on tape, so those lazy people who wouldn't type it in can play it too.

As you may have guessed, this listing was called *Baby Berks*, and it's quite good. All you have to do is avoid the berks and shoot at their little babies. Nasty, eh?

No, because when they grow into big berks, they are mean and nasty so you must exterminate them quickly. You control a sort of 'X' shaped tank which can blast at an incredible rate, but the bullets only affect babies, not big berks.

There are sixteen different levels — but they look all the same to me. Game play is fairly slow and it's quite annoying when you run into a baby that has been shot — because they take a hell of a time to die!!

Baby Berks is fun to play, but I don't know how long it will hold you.

- **Graphics** 5
- **Sound** 5
- **Value** 8
- **Playability** 6

THE RETURN OF ROCKMAN

- **Machine:** C16
- **Supplier:** Mastertronic
- **Price:** £1.99

Quick everybody, Rockman's back. Hurrah!!! Wait a minute, who the hell is Rockman? Well, he is a little character who looks slightly like Rockford, of *Boulder Dash*.

Yes, Rockman looks like Rockford, and the game looks like *Boulder Dash*. Now for those who are not familiar with the scenario — and why not — here is a quick rundown.

You, as Rockman, must complete each level of the game, collecting precious jewels. You must quickly plan the safest route to collect them and lead you to the exit.

It all sounds too easy but there are other things to contend with such as falling rocks, holes, bows and radioactive waste.

On the whole this game is too much like *Boulder Dash*. It tries to copy it and falls flat on its face, after all Rockman's not nearly as cute as old Rockford.

- **Graphics** 5
- **Sound** 3
- **Value** 7
- **Playability** 7

HEKTIK

- **Machine:** C16
- **Supplier:** Mastertronic
- **Price:** £1.99

Do you remember an old electron advert were it shows mum and dad playing a strange sort of 'dig-a-hole-and-smash-a-monster-over-the-head' type of game? You do? Well then you'll recognise this game.

In case you don't, this game features little red monsters which look like tomatoes chasing your poor man all about the screen on various levels. To avoid these nasty types, you must run up and down ladders and dig holes for them to fall into.

Once they have "fallen" for it you must bash their tiny brains out with your shovel until they drop through the ground and splat on the next level. Quite amusing.

Don't let the cuteness of the monsters and the thought that you have to bash them stop you though. These creatures will munch on your bones, so to speak. When you have killed all the monsters on one level you go on to the next one — which is harder. To make life difficult you also have a air limit and when it runs out you croak, so you must clear screens quite quickly.

On later levels, the monsters will vary in colour, getting nastier and you must dig holes, on various platforms in a straight line so when the monster falls, it will go through about three holes before snuffing it. This gives lots of nice points.

This game was good on the Electron all those centuries ago and C16 owners may think it's a bit dated, but the challenge is still there.

Go on, bash a monster today!

- **Graphics** 5
- **Sound** 4
- **Value** 7
- **Playability** 6

RUNNER

- **Machine:** C16
- **Suppler:** Firebird
- **Price:** £1.99

Fire up your jetpac, and head for the silver keys says this new entry into the Firebird silver range. Come to think of it, the bloke in this game does look rather familiar.

Runner is a new title, but it's a pretty old game. It's a platform game with the same boring routine, they collect objects. Keys in this case. But of course your task is hassled by the enemy — a weird lumpy thing — just to make it interesting . . .

On the first screen, I decided to fire up my jetpac and head on up, but I couldn't'!! Even though I had a mighty jetpac strapped onto my back, I couldn't fly straight up. How stupid can you get?

I quickly discoverd that you could only move left and right when in the air, and that you still had to climb up stupid little ladders to get to the next platform. And then as if that wasn't bad enough, I found I had a limited supply of fuel for my jetpac.

After collecting the three silver keys, which was quite easy, you progress onto the next screen, supposedly harder, which looks much the same, just more nasty things. In the end I cleared so many sheets I just gave up.

Runner is too simple by half for a computer game. Even noughts and crosses has got some challenge to it. Even though this game is only £1.99 I feel you are still being robbed, take a look at other budget games and you'll see why.

- **Graphics** 4
- **Sound** 4
- **Value** 5
- **Playability** 2

SHARK

- **Machine:** C16
- **Supplier:** Firebird
- **Price:** £1.99

Another new entry to the silver range lands on my desk, and I see this time the famous motto on the back reads "Grab your harpoon and rid the seven seas of the man-eating sharks."

Looking at the back of the packaging, I thought this game looked like the old arcade great *Sea Wolf*. But I was definitely mistaken on loading the game.

This game looks set to make C16 owners fall straight to sleep. Yes, it's really boring and is a disgrace to the computer games market. Even though I hate this game I'll tell you what to do in it.

Basically, you must shoot the shark. Surprise, surprise, and that's it, on to the next screen. The only difficulty being you have to shoot it on the cross which is amazingly tattooed on the shark's belly.

When you complete a level your diver will swim up to collect his/her air bonus and you will start all over again.

When I walked into the computer lab, and I saw someone reviewing a game called *Runner*, I thought this game couldn't be worse, I was wrong . . .

- **Graphics** 3
- **Sound** 3
- **Value** 4
- **Playability** 2

M.U.D in

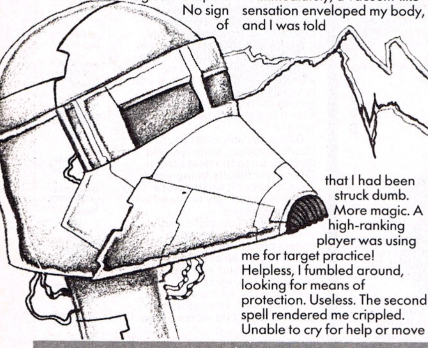
M.U.D. has been described as the greatest adventure in the world. Here, C+VG's reluctant hero, JIM DOUGLAS, explains what goes on, and why the game holds such long-lasting appeal for its devotees.

I regained consciousness and my eyes grew accustomed to the light. A brief look at my surroundings showed that I was in an Elizabethan tea-room, "watching the world go by" and staring at a cup of tea. Eager to get on with the business in hand — killing things — I looked for an exit, and tried it. No luck. A feeling of dread swept over me, preventing my escape. After sipping the tea and watching the world go by a little longer, my fears seemed to subside, and I was allowed out, into the world.

There followed a rather uncomfortable sensation of being blinded and thrown upside down, before I found myself iying on the ground — such are the disadvantages of magical transport. No sign of the tea-room. I was lying on a badly paved road, which lead from east to west. At my feet lay a few shillings and a penny. Having collected these, I shook my nauseous head, and started to explore.

Time passed, and the shape of the Admiral Bombow Inn loomed in the distance. Shortly, I arrived, and made a rather ungainly entrance. The inn was long abandoned, and a thick layer of dust covered most of the room. There appeared little here that had not already been looted or wrecked by the countless other travellers who had made their way through the deserted watering-hole in search of sustenance. Moving through the creaking wooden timbers, I headed up a flight of spiral steps.

Immediately, a vacuum-like sensation enveloped my body, and I was told that I had been struck dumb. More magic. A high-ranking player was using me for target practice! Helpless, I fumbled around, looking for means of protection. Useless. The second spell rendered me crippled. Unable to cry for help or move to safety, I lay on the steps for several minutes, realising that each breath I drew may be my last.



Using a handy trick I picked up earlier in the day, I checked who was nearby. From what I could make out, Zia the Necromancer was responsible. "Some day, my friend . . ." I thought. Then, suddenly, I regained both the use of my vocal chords, and my limbs. Whether I had been patched up by the repentant Zia, or the spell had worn off is still a mystery.

I left the inn, and was relieved to see the daylight again. Some distance to the south was a small cottage, set on a flat concrete patch. Situated near the graveyard, the cottage belonged to the gravedigger. I suspect he had long since joined the ranks of his previous customers in their eerie resting place.

The graveyard bore a number of unmarked tombs. One, however, was of particular interest — "Richard the Wizard". Richard Bartle is a very famous man in MUD circles.

Inside the cottage there were signs that the owner had led a comfortable life. It was well fitted, with kitchen, lounge and study. The lounge was fitted in some comfort. Exploration of an enchanted bookcase found in the study proved fruitless. Moving to the hut next to the cottage was more interesting. A cursory examination of the exits revealed a shaft leading down into the earth. I tried to disperse my fears and stepped into the gloom. Of course it was too dark to see anything.

Darkness is a fact of life in MUD, but you will soon learn that only the toughest — or most foolhardy — players will walk carelessly down poorly lit corridors. As the saying goes: deaths lurk around every corner.

Further exploration of the rolling hills and pastureland led me to a clifftop, looking downward onto the raging white water. By this time I had managed to collect a stick. It may sound silly now, but at the time I was honestly excited to find something new. Some investigation of the surrounding area revealed a cave entrance. I walked in.

I was standing in a huge cavern. The roof was so high it made my head spin. The walls were slashed with veins of sparkling gemstones, making the scene almost surreal. On the floor lay a burning fire-brand; distinct only from the object I was holding by its warmth. The centrepiece of the location was a touchstone which illuminated the otherwise shadowy cave. The stone obviously held immense power, and seemed unwilling to be moved, broken, stolen or attacked.

Having stood for some moments, transfixed by the surroundings, I left and progressed downward onto the hills. A few minutes later I was in a valley. Moving east, I was shaken back into reality; "Reset in progress. Exitting . . ."

Another day's excursion into MUD had ended. This time, it

your eye

was a bug, or a "hazard" as Muddies call them. Usually, though, you will leave the system by your own will. Occasionally you get killed.

When I played, there didn't seem much in the way of straightforward puzzles. It's possible to wander around for quite a while without encountering anything at all. That's why I was so please to find an object when I did. There is only one stick, one shilling, one fire-brand etc, and in the early stages of the game, many players will rush around to the spots where they know certain items lie, collecting them as they go. This makes things a little tricky for beginners, who are bewildered by the lack of landmarks!

From time to time during play, I found the interpreter extremely tiresome. It seemed impossible to examine any objects, and the SAVE routine was most confusing; you are told — on entering this command — that the program does this automatically. Personally, I found this baffling; as whenever I logged on, I found myself back in the Elizabethan tea-room. Still, I'm sure there was a logical explanation . . .

I must extend my thanks to Sleet the Warrior, who helped me incredibly during my difficult initiation period. He showed me around the cottage. He introduced me to the wondrous properties of coal, and helped me through dark and foreboding areas when I needed help the most.

Unfortunately, I'm not quite sure where Sleet is these days. The last time I saw him, the rather sad message "Sleet the Warrior has passed away" appeared on the screen. A lot of time in the game is spent wandering around, apparently aimlessly; going from place to place. In fact, this is part of the essential learning process through which all players must pass if they hope to get anywhere near the ranking of Wizard in the world of MUD.

What it's all about

M.U.D. stands for Multi User Dungeon. You play from home, on your computer. At the start of a session, players dial up BT's computer and enter their password. From then on, they assume the role of their "persona", an alter-ego. After logging on, news and information about developments and the state of play appear. Following this is the main menu, where you can choose to enter the game, check your account, or the mailbox and similar features.

The aim of the game is quite different from other adventures. MUD operates on a kind of castle system, your aim is to attain the level of Wizard. This requires 204,800 points, and is no mean feat. You could count the number of points I amassed on one hand; with a couple of fingers missing!

As well as the standard adventure commands, you can follow another character, steal their items, assist them if a fight breaks out, check your mail or talk with your fellow gamers.

A feature which has still to be implemented, is the existence of "mobiles". These are computer-generated creatures which pretend to be human players. Personally, I found it quite difficult dealing with real people.

Conversation is the most entertaining part of the game. There are three ways to get your message to another player. You can either shout (not particularly private, and rather irritating for other players), talk to your friend, or use telepathy — the most secure method.

There are a number of problems with the program at the time of writing. The time taken for the game to reply varies a great deal. Sometimes the system will "lock-up" too. According to the instructions, the players accept these as minor hazards. I find this a little hard to believe, but the system seems more polished than a number of cassette games.

What you need/What you get

To play MUD, you will need a computer with modem, and some scrolling software. The software can be downloaded from Prestel without too much bother. When you buy your ID and first batch of time credits, you receive a plastic folder/wallet containing a map, some instructions, your password an ID card, and a booklet.

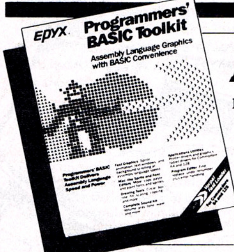
The starter pack costs £20 and you receive 30 credits of playing time. When playing, credits are used at the rate of ten per hour. 30 credits would give you three hours playing time. After your initial supply runs out, you can buy new credits at the following rate:

Credits	Cost in £
50	10
100	20
200	35
300	50
750	100
1500	150

For information and credit-card ordering, call the MUDline on 608 1173.

With more games of this sort appearing, even as you read this article, MUD is going through continual changes, developments and progressions. BT are constantly looking for ways to make the game more enjoyable for the players. After all, they are paying for the privilege.

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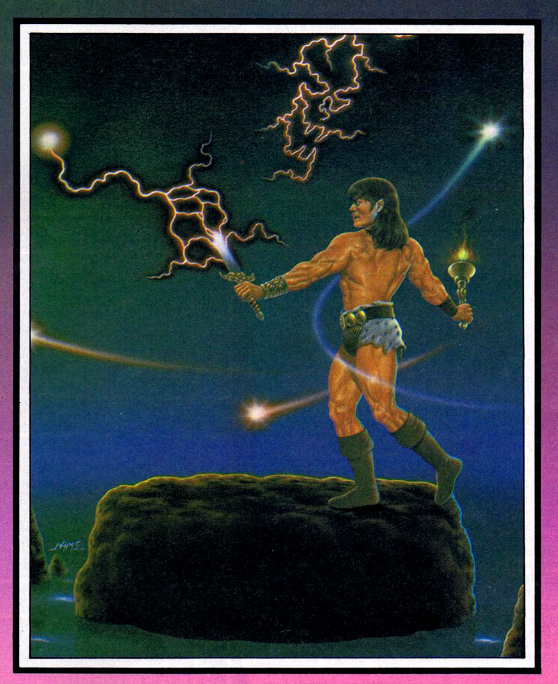
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■ **ACE,** the combat flight simulator from **Cascade Games,** is to be marketed in America.

Spinnaker Software, of Cambridge, Massachusets, will release the game on its UXB label in September.

■ **Paperclip with Spellpack,** a comprehensive word processing program, has been released for the Commodore 64 by **Ariolasoft,** price £59.95.

Paperclip is the word processor part of the package while **Spellpack** is a computerised dictionary containing more than 15,000 words. A personal dictionary of words to suit specific areas of expertise can be added.

■ The Dutch programming team behind **Domark's** new game **Split Personalities** is planning to move to Britain next year.

Erniesoft — run by brothers Ruud and Ernest Peske — want to hit the big time and that means selling games in Britain.

The brothers, who teach computer studies at school, have had several games published in the Netherlands but **Split Personalities** is their first here.

In **Split Personalities** you have to assemble pictures of well known people against the clock. The pieces of the picture are bounced around the screen until the image is complete. Of course, there are many distractions to overcome — such as bombs.

The characters who appear in the game include Margaret Thatcher, President Reagan, Sir Clive Sinclair and Alan Sugar.

■ **Graham Gooch's Test Cricket** is to be released on the Amstrad by **Audiogenic.** It will cost £9.95 on cassette and £14.95 on disk.

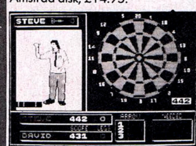
The Amstrad version is very similar to the earlier game. **Audiogenic** says the game will be virtually identical to the Commodore 64 version released last year. The names in the England and Australian teams are to be updated.

■ We're a sober lot at C+VG so **Alligata's** latest offering, **Pub Games,** is a mystery to us.

Apparently, people actually play games inside these dens of drunkeness and **Alligata** has come up with what it calls a "compendium of pub games for the home computer."

The games include darts, bar billiards, pontoon and poker, table football, dominoes and skittles.

Pub Games is released on the Spectrum, Commodore 64 and Amstrad, price £9.95, and Commodore disk, £9.95, and Amstrad disk, £14.95.



■ First it was the game of the book. Now it's the book of the game. **The Fourth Protocol,** the game based on **Frederick Forsyth's** bestselling novel, has given rise to another book, **The Fourth Protocol** — playing the game.

The game's designers **John Lambshead** and **Gordon Paterson** have written a book which explains the philosophy behind the strategy adventure game and provides helpful advice and solutions to the game.

The **Fourth Protocol** — Playing the game is published by Century Communications, price £5.95.

■ The now infamous **Sigue Sigue Sputnik** are attempting to break into computer games with as much hype as they brought to promoting their **F1-11 (Love Missile)** single. **Consultant Entrepreneurs** are the people creating the Sigue Sigue Sputnick — Shoot Em Up games for the Commodore, Amstrad and Spectrum. Consultant Entreprenuers are currently hawking their game around looking for publishers — rumours that **Domark** are interested are "totally unfounded" according to Domark boss **Mark Strachan.**

And our spies tell us that the band themselves don't know about the game. The plot thickens.

In any event we've got hold of a document which tells us the games have already been written — and it sounds like they follow the now tried and trusted combat game format. Weapons featured include Chainsaws and a Space Guitar? You'll able to choose personalities and clothes to suit the action and fight people like **Julian Rignall?!!** C+VG's ex-arcade champion and **Zzap 64** writer. If the game is anything like the Spasnicks single there will be a lot of sound and fury signifying nothing. Release date should coincide with the band's new single **21st Century Boy.**

THE SOFTWARE CHART

ATARI/TOP 10

1	**Last V8**/Mastertronic
2	**One Man and His Droid**/Mastertronic
3	**Action Biker**/Mastertronic
4	**Chimera**/Firebird
5	**Fighter Pilot**/Digital Integration
6	**Football Manager**/Addictive Games
7	**Steve Davis' Snooker**/CDS
8	**Spy Vs Spy 2**/Databyte
9	**Yie Ar Kung Fu**/Imagine
10	**Soul of a Robot**/M'tronic

AMSTRAD/TOP 10

1	**Winter Games**/Epyx/US Gold
2	**Batman**/Ocean
3	**Commando**/Elite
4	**The Sold (2)**/Hit Squad
5	**Get Dexter**/PSS
6	**Last V8**/Mastertronic
7	**Tomahawk**/Digital Int.
8	**Formula One Simulator**/Mastertronic
9	**Spindizzy**/Electric Dreams
10	**Into Oblivion**/Mastertronic

CBM 64/TOP 10

1	**Thrust**/Firebird
2	**International Karate**/System 3
3	**World Cup Carnival**/US Gold
4	**Spindizzy**/Electric Dreams
5	**Formula One Simulator**/Mastertronic
6	**Cauldron 2**/Palace
7	**Biggles**/Mirrorsoft
8	**Saboteur**/Durell
9	**Golf Construction Set**/Ariolasoft
10	**PSI-5 Trading Company**/US Gold

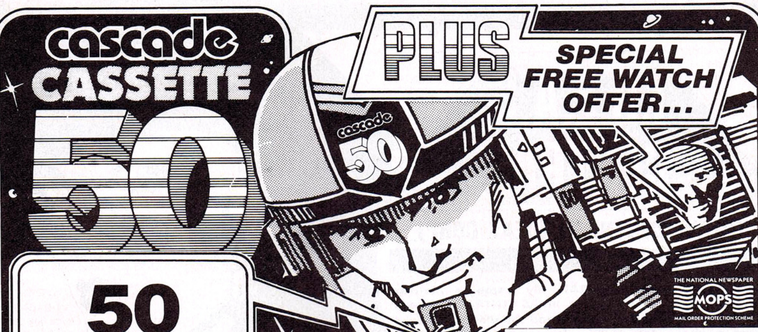
SPECTRUM/TOP 10

1	**Batman**/Ocean
2	**World Cup Carnival**/US Gold
3	**Knight Tyme**/Mastertronic
4	**Green Beret**/Imagine
5	**Rock 'n' Wrestle**/Melbourne Hse
6	**Heavy on the Magick**/Gargoyle Gms
7	**Ninja Master**/Firebird
8	**Incredible Shrinking Fireman**/Mastertronic
9	**Quazatron**/Hewson Consultants
10	**Starstrike 2**/Realtime

BBC/TOP 10

1	**Commando**/Elite
2	**Tennis**/Bugbyte
3	**Winter Olympics**/Tynesoft
4	**Bruce Lee**/US Gold
5	**Karate Combat**/Superior
6	**Jack Attack**/Bugbyte
7	**Galactic Patrol**/Mastertronic
8	**Citadel**/Superior
9	**Comp. Hits 10 Vol 2**/Beau Jolly
10	**Speech**/Superior

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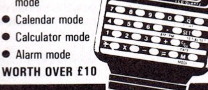
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COMMODORE 64

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1	Maze Eater	13	Boggles	26	Overtake	38	Black Hole
2	Galactic Attack	14	Pontoon	27	Sitting Target	39	Dynamite
3	Space Mission	15	Ski Jump	28	Smash the Window	40	Do Your Sums
4	Lunar Landing	16	Hangman			41	Derby Dash
5	Plasma Bolt	17	Old Bones	29	Space Ship	42	Space Search
6	Startrek	18	Thin Ice	30	Jet Flight	43	Universe
7	Radar Landing	19	Orbitter	31	Phaser	44	Rats
8	Attacker	20	Motorway	32	Intruder	45	Tanker
9	Galactic Dog Fight	21	Force Field	33	Inferno	46	Parachute
10	Psion Attack	22	Nim	34	Ghosts	47	Jet Mobile
11	Evasive Action	23	Tunnel Escape	35	Submarines	48	High Rise
12	Noughts & Crosses	24	Barrel Jump	36	Rocket Launch	49	The Force
		25	Cannonball Battle	37	Planets	50	Exchange

ELECTRON

Can your FORCE FIELD protect the city from Alien Attack or maybe you have the skill to DYNAMITE the dam and flood enemy headquarters! Fifty different games with high speed, high resolution colour graphics, user defined graphics and excellent sound and music. Not to mention full use of screen modes. Fifty fast paced, fascinating games.

ORIC ATMOS

Have a go at GALACTIC ATTACK you'll need fast reactions to beat the invaders in this all-time favourite or if you prefer you can travel through space at warp factor 9 in SPACE MISSION, a realistic 3-D version of space warfare as seen from the cockpit of a spacecraft. Everyone has a favourite game on Cassette 50. With fifty classic and original games featuring user defined graphics, sound effects and increasing levels of play.

ZX 81

Even a small computer gets more from Cassette 50! You can run 39 games on just the basic 1K ZX81, while 11 more will play with the addition of a 16K expansion pack. Where else could you watch your radar instruments and judge your final approach in games like RADAR LANDING a realtime flight simulator, or enjoy the thrills of PSION ATTACK. Logical, tactical, maze, arcade all kinds of games on just one tape!

BBC A/B

An advanced computer like the BBC demands a sophisticated games cassette. That's why Cassette 50 gives you full use of screen modes with high resolution colour graphics, user defined graphics, excellent sound and music, joystick compatibility and many high speed games. HIGH RISE gives you the chance to beat a realistic roulette wheel, with all the extras, and you'll need the fastest reactions of all to beat EVASIVE ACTION as you trail across the screen in a frantic search for oxygen. With multi levels and superb graphics this game is totally addictive.

ATARI

Munch, Munch it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette 50 is compatible with the 400/800 and 600XL 800XL series ATARI computers. Advanced features include high resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.

SPECTRUM 16k/48k or +

'Incredibly frustrating!' that's the verdict on Cassette 50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user defined graphics, scrolling and full use of the Spectrum sound capabilities.

1	Muncher	13	Microtrap	26	Laser	39	Nim
2	Ski Jump	14	Motorway	27	Alien	40	Voyager
3	Basketball	15	Labyrinth	28	Cargo	41	Sketch Pad
4	Frogger	16	Skittles	29	The Race	42	Blitz
5	Breakout	17	Race Track	30	The Skull	43	Fishing Mission
6	Crusher	18	Ski Run	31	Orbit	44	Mystical Diamonds
7	Startrek	19	Tanks	32	Munch		
8	Martian Knockout	20	Solar Ship	33	Bowls	45	Galaxy Defence
		21	Ten Pins	34	Raiders	46	Cypher
9	Boggles	22	Cars	35	Field	47	Jetmobile
10	Alien Attack	23	Stomper	36	Draggold	48	Barrel Jump
11	Lunar Landing	24	Pinball	37	Space Search	49	Attacker
12	Maze Eater	25	Cavern	38	Inferno	50	Space Mission

VIC-20

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ORIC 1

Cassette 50 includes PLASMA BOLTS, a superb high speed version of the classic arcade Centipede game. Watch out it's really tough!

DRAGON 32

If you like the light cycles of TRON, you'll love JETMOBILE – a thrilling 2-player game featuring high speed graphics.

APPLE

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I.D.E.A.S CENTRAL

(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

Over the past couple of months Jackson has been getting a lot of letters complaining about the lack of hints and tips for the Atari and the BBC. Well, this issue we shall try and put the record straight but, remember, we do need YOU to send in hints. We also pay £5.00 for every letter printed.

ATARI

Only four for the Atari this time and they all come from Hugo Lumsdon, of St Albans.

Chop Suey: While playing against the computer, start off with a high kick and then keep following and jabbing the computer's man. This normally works on the early levels or when your opponent's "Pow" is high.

Airwolf: For some extra points hold down fire when the game starts.

Fire Chief: On the road, follow a vehicle in the fast lane closely. Be ready to slow down if the vehicle in front slows or the fast lane changes. Try to follow motorbikes as they are easy to jump over and do not use up much burn. Slow down quickly after overtaking a vehicle othewise you will run into the next one. Don't go too slow or the vehicle behind will crash into you. Wait till the fireballs move away from the safe and choose the shortest route there. Do not waste your water and only use it when you have to.

BRUCE LEE

At the bottom of the 11th screen, climb up the first of the three particle beams. At the bottom of this screen there are two orange masks. To get to the bottom of this screen, climb up the third particle beam, on the 11th screen, and fall down to the bottom of this screen. Collect the lantern and walk through the next screen to the one after.

On this screen walk into the orange masks. This will give you an extra life. Walk off the screen and walk back on — the masks reappear and you get another life. Beware though, after about five new lives the masks will disappear for good. Try using the masks when you haven't many lives left. They can be a great help.

BBC

Simon Bond of Worcestershire was so pleased with the amount of pokes we had in the June issue for the BBC that he thought he would write in and tell readers of more. First of all though, he has sent in an unlocking program which will allow you to enter the pokes with ease. ENTER LISTING A

And so, onto the pokes. Elite commander listing which will give you 255 tonnes of all the Legal cargo. All possible weaponary, 100,000,000 credits. 'Clean'

ENTER LISTING B

After *Loading "Main Prog" enter these:

Frak: ?&304D=0:?&305B= no of lives

CALL &468A

Castle Quest: After loading the main machine code program enter

```
Listing A
10P%=&70
20[OPT2
30LDA &3CA
40AND #254
50STA &3CA
60JMP &DC93
70]
80?&204=&70:?&205=0
90*TAPE
100*OPT 1,2
```

```
Listing B
10J%=OPENOUT ("E.ZAPP")
20REM For tape version, change to ZAPP
30M%=0:FOR G%=0 TO &4B:READ A$:A%=EVAL("&"+A$
40BPUT #J%,A%
50M%=M%+A%:NEXT
51FOR G%=&4C TO &FF:BPUT #J%,0:NEXT
60CLOSE #J%:END
70DATA 00,14,AD,4A,5A,48,02,53
80DATA B7,3B,9A,CA,00,FF,20,0
90DATA FF,FF,FF,FF,00,00,FF,FF
100DATA FF,FF,00,FF,FF,00,FF,FF
110DATA FF,00,FF,FF,FF,FF,FF,FF
120DATA FF,FF,01,32,FF,FF,FF,00
130DATA 00,00,00,FF,00,10,0F,11
140DATA 00,03,1C,0E,00,00,0A,00
150DATA 11,3A,07,09,08,00,00,00
160DATA 02,40,65,CC
```



these
?&5996= no. of lives
?&3342=0 — removes the troll
?&3375=0 — removes the first spider
?&3374=0 — removes the second spider
CALL &4340
After loading main machine code program enter these
?&3682=0 — switch off collision detection with the baddies
?&30CE=0 — infinite lives
?&307B = no of lives
D Spanner has come up with a few tips which will have some interesting effects on your BBC games —
?&FE45=14
?&FE46=14
These will act as a speed control. If you make the values lower it will put the game into slow motion. The sound will also be affected on most games, giving interesting effects.
To get infinite lives on Rocket Raid, load the game normally, press BREAK, then type CALL &E00. Wait until the game resumes normal play and you will have unlimited lives.

C16+4

Andy and Martin Ratcliffe of Stoke-on-Trent have been wading through their C16+4 games to come up with these pokes:

BANDITS AT ZERO

Load the game and reset using the reset button. Poke 11100, 96 and start the game with SYS 1384. Your plane will now be bulletproof.

Rockman: Load and reset. Poke 7409, 173 and run with SYS 7367. This disables all monsters.

Xargan Wars: Poke 7302,255: SYS 7296 for 255 lives.

Tutti Frutti: Poke 10534,255: SYS 8192 for 255 lives

Big Mac: Poke 12691,255: SYS 7000 for 255 lives

Cuthbert Enters Tombs of Doom: Poke 4561,173 — Disables Aliens. Poke 4552,173 — Freezes timer. Start with SYS 4352

COMMODORE

Cast your mind back to February of this year, when we printed a fast-loader — which proved not to work. Well, the writer of that program Luc Pyke of Belgium has been in touch again and it seems as though you have to type in the left arrow-key first. So, the program should have read:
←L = Load
←S = Save
←V = Verify
Luc has also sent in a few pokes for Eureka. After the "blocks to load" counter on the screen has come to 000, quickly set the counter on the tape-recorder to zero. Let the game load for another three or four seconds, then press the stop key. Now rewind the tape to 000 and press play again. After a while the screen should stop flickering and show the message "Load error in 1". Now type the following:
Poke 2560,100: Poke 2561,157 — prehistoric adventure
Poke 2560,100: Poke 2561,158 — Roman adventure
Poke 2560,100: Poke 2561,159 — Arthurian/British adventure
Poke 2560,100: Poke 2561,160 — Colditz adventure
Poke 2560,100: Poke 2561,161 — Caribbean adventure
After typing in all these pokes, rewind the tape again to 000, and type RUN. The game should now finish loading, and while playing the adventure you will be very strong.

HELP GIVEN

Stephen Coventry and his friends of the Wirral, Merseyside, saw pleas for help in the June issue and have sent in solutions to the problems. For Leon Mooney here are the four codes you asked for in Frank Bruno's Boxing. Frenchie — CE9IN9817. Ravioli — IHCN96A8. A. Andy — ML6ION4B6 and P. Perfect — BFAINN2L5 (Name used was AND) For something special try CGAIN5CA.

Leon also wanted to find out how to get the frog into the cup in Back To School — get the code for the bike, write it on the blackboard. Get the frog from the store room and ride the bike to the girl's school and stand underneath the cups. Jump up and the frog is now on the shelf.

When Miss Take is under the shelf, knock the cup onto her head and she will drop the keys. Return to the boy's school. Follow Mr Wacker into his office, jump on the safe and you've completed the game.

For the Commodore reader from Kent who wanted a poke to fix the bug in the wine cellar of Jet Set Willy, here it is:

```
1 SYS63276:PRINT CHR$(147)
10 POKE 783,1:POKE
830,34:POKE 832,48:SYS
62828:POKE
53265,PEEK(53265) AND 239
11 FOR 1=0 T0 12:READ
X:POKE 1280+1,X:NEXT
12 POKE 8941,0:POKE
8942,5:POKE 8945,76:POKE
8946,0:POKE 8947,5
13 POKE 8950,76:POKE
8951,0:POKE 8952,5:POKE
8953,76:POKE 8954,0:POKE
8955,5
27 FOR K=679 T0 779:POKE
K,PEEK(8192+K)
28 A=A+1:IF A=99 THEN 30
29 NEXT
30 POKE
778,PEEK(8192+99):poke
779(8192+100):STOP
100 DATA
169,27,141,17,208,169
110 DATA
85,141,98,242,76,160,15
```

Thanks lads.

ALTERNATE REALITY

Malcolm Harnden of Stamford bought this game a couple of weeks ago and discovered quite a few bugs. At first he thought he just had a duff copy, but after exchanging it a couple of times, he came to the conclusion that there were "bugs" in an otherwise brilliant game. The bugs he found were: The sun turns into a big flashing square.

The description line below your experience line often gets a white cursor on it which blanks out some of the description words.

A white square forms beside the picture while playing. When you have filled up with potions I'E protection + 2 a further quaff will crash the game. Also when you buy six or more rounds in the tavern, the lower half of the screen crashes and a jumble of symbols appear for a split second before resorting back to normal.

Another from the typewriter of Chris Cain are these hints for Green Beret. The four levels are a missile base, harbour, the bridge and the captives. On each level, when you kill a commando you will get a different weapon. Flame Thrower, Rocket Launcher, Flame Thrower and Rockets. On the last you get Grenades and Flame Thrower. You will need to keep different weapons for certain jobs, but, Chris won't tell us which do which! At the end of level one you will be attacked by a truck full of soldiers. At the end of the second you will have to tackle a pack of hungry dogs. Level three sees the Gyro-copters trying to hit you and on level four a guy with a flame thrower tries to roast you alive. These tips apply to the three formats — but the Amstrad version also has men who throw grenades at you!!

AMSTRAD

Gremlin's — alias Richard Aplin (hope I've got the spelling right this time, Richard) — poke for this month is Spellbound. Just type in the listing carefully and run it, having pressed play on the tape. There is a checksum to find any typing error.

The 7 inch version is short but not very good. The 12 inch lets you use all spells, all lift floors and is much better.

SPELLBOUND LISTING

```
10 REM ** 12" version of SpellBound cheat program by GREMLIN **
20 MODE 1:WINDOW 1,40,8,25:lin=50
30 FOR t=&C000 TO &C1C4 STEP 60:ck=0:FOR y=t TO t+59:READ x$:x=VAL("&"+x$):POKE y,x:ck=ck+x:NEXT
:READ v:IF v<>(ck AND 255) THEN PRINT"error in ";lin:END ELSE lin=lin+10:NEXT
40 READ a:POKE y,a:CALL &C000
50  DATA 3E,FF,CD,6B,BC,6,0,11,0,1,CD,77,BC,D0,21,0,C,CD,83,BC,D0,CD,7A,BC,3A,3,C,FE,C3,20,E6,21
,D6,C0,CD,89,C0,CD,BD,C0,CD,5A,BB,FE,31,38,F6,28,17,FE,36,30, F0,FE,32,28,14,FE,33,28, 227
60  DATA 15,FE,34,28,1D,FE,35,20,E0,C3,92,D,21,67,2D,18,14,21,0,2C,18,F,AF,32,A5,31,32,A6,31,32,
A7,31,18,C1,21,A0,2B,DD,21,14,10,1,EC,7F,7D,DD,BE,0,20,12,7C, DD,BE,1,20,C,DD,36,FF,0, 51
70  DATA DD,36,0,0,DD,36,1,0,DD,23,B,78,B1,20,E1,18,96,7E,23,FE,23,C8,FE,7C,28,D,FE,3C,28,15,FE,
3E,28,1A,CD,5A,BB,18,EA,3E,D,CD,5A,BB,3E,A,CD,5A,BB,18,DE,3E,2,E5,CD,90,BB,E1,18,D5, 116
80  DATA 3E,1,E5,CD,90,BB,E1,18,CC,1,2,7F,ED,49,14,7A,E6,1F,F6,40,ED,79,CD,9, BB,30,EE,ED,49,E,0
,ED,49,C9,1A,0,28,A,19,C,7,1D,0,0,1C,0,0,0,1C,1,1A,1A,53,70,65,6C,6C,42,6F,75, 2
90  DATA 6E,64,20,4D,65,67,61,2D,43,68,65,61,74,20,70,72,6F,67,72,61,6D,7C,28,31,32,22,20,72,65,
6D,69,78,20,76,65,72,73,69,6F,6E,21,29,7C,43,72,61,63,6B,65,64,20,31,39,38,36,20,62,79,20,3C, 23
6
100  DATA 47,52,45,4D,4C,49,4E,3E,20,66,6F,72,20,4D,65,6C,69,73,73,61,2E,7C,7C,3C,53,65,6C,65,63
,74,3B,3E,7C,7C,3C,31,3E,29,20,47,52,45,4D,4C,49,4E,27,73,20,6C,69,66,65,20,69,6E,73,75,72,61, 2
26
110  DATA 6E,63,65,7C,3C,32,3E,29,20,41,63,6D,65,20,6C,69,66,74,20,62,6F,78,20,72,65,70,61,69,72
,7C,3C,33,3E,29,20,47,52,45,4D,4C,49,4E,20,73,74,72,65,6E,67,74,68,20,62,75,69,6C,64,69,6E,67, 1
17
120  DATA 20,6C,65,73,73,6F,6E,73,7C,3C,34,3E,29,20,43,72,61,73,68,20,63,6F,75,72,73,65,20,69,6E
,20,73,70,65,6C,6C,20,63,61,73,74,69,6E,67,7C,3C,35,3E,29,20,53,74,61,72,74,20,67,61,6D,65,7C, 5
2
130  DATA 35
```

```
10 REM ** 7" Sweet & Simple cheat for SpellBound- no death from running out of Strength **
20 MODE 1:WINDOW 1,40,2,25:FOR t=&C000 TO &C02B:READ a$:a=VAL("&"+a$):ck=ck+a:POKE t,a:NEXT:IF c
k<>4972 THEN PRINT"Error.":END ELSE
CALL &C000
30  DATA 3e,ff,cd,6b,bc,6,0,11,0,C,CD,77,BC,D0,21,0,C,CD,83,BC,D0,CD,7A,BC,3A,3,C,FE,C3,20,E6,AF
,32,a5,31,32,a6,31,32,a7,31,C3,92,D
```



AIWA



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C+
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AIWA

Get down and get with it with an amazing Aiwa personal stereo! Thanks to Probe Software the first prize winner in our great Mantronix competition will be able to bop to the street beat while strolling to the newsagents to pick up a copy of C+VG or while playing Probe's latest arcade adventure.

The main prize is an Aiwa personal stereo which comes complete with a special remote control unit, feather touch controls, auto reverse and lots more special features. This prize worth squillions of pounds could be yours if you can answer the simple Mantronix Quiz. 25 runners-up will be able to choose one of the Probe range of games. These are: Basildon Bond on the 64, Mantronix on the Spectrum, Devil's Crown on the Amstrad and Dirty Den or Defence 16 on the C16. If you win tell us which game you'd like on the coupon.

Once you've solved the quiz send your entry coupon to *Computer and Video Games*, Mantronix Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is August 16th and normal C+VG rules apply.

MANTRONIX MINDBENDERS

1. Name the tunes at the beginning and end of Mantronix. ______
2. Name the crimes committed by the four most dangerous criminals the universe has ever seen — featured in Mantronix. ______
3. Name two previous Probe games. ______

Name ______

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THE FRENCH CONNECTION

French software houses are increasingly turning their attention to the British market. *Get Dexter* and *Doomsday Blues* were just a taste of things to come.

So what's going on over the Channel? *C+VG* asked *Nathalie Meistermann,* a writer with the French computer magazine *Tilt*, to tell us. Meanwhile C+VG, Deputy Editor Paul Boughton visited Europe's Number One software house, *Infogrames,* to look at the games they'll be releasing in Britain this year.

Computers are a matter of feeling and passion in France. Each year the French have "rushes" of affection for one machine.

In 1984 it was the Oric with around 200,000 machines sold. It was the Amstrad's turn in 1985 (150,000) and 1986 will probably be the year of the Atari 520 ST.

And you must add to this 200,000 Commodore 64s, the ZX 81, Spectrum, Atari 800, Phillips VG 5000, and MSX (50,000).

There is also a flourishing business with French made computers. The Exelvision, with its infra red commands for joysticks and keyboard and integrated speech synthesiser, has sold 30,000 units and is seen as very innovative. The Thomson series of computers has sold 380,000 units.

But these "second rate" machines owe a lot of their popularity to the government policy of supplying them to schools. This, in turn, has lead to a lot of dull educational software being produced to satisfy demand from schools.

Although these figures are unofficial — there is no way to really confirm them — it is estimated there are about one million computers in France.

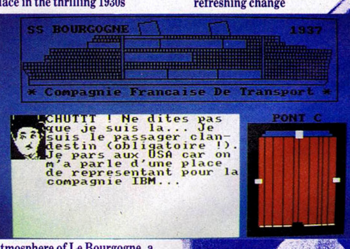
There is also a difference in the type of games which are popular in France. In England arcade-type games have the higher sales than adventures. But in France adventures are just as popular as the shoot 'em ups — which accounts for an amazing growth of medieval English vocabulary of French schoolboys.

The rising star of French software companies is Ere Informatique. Their games keep getting better. Their 1986 hits *Get Dexter* and *Doomsday Blues* have been released in England by PSS.

In fact, Computer+Video Games made *Get Dexter* — released under the name of *Grafton and Xunc* in France — its Game of the Month in April and *Doomsday Blues* was a C+VG Hit.

In the middle of France's wine and gourmet region, Burgundy, is the home of Cobra Soft, noted for their humorous detective adventures which are expensively and lavishly packaged and come with a file containing clues.

Meurtres sur L'Atlantique — *Murder on the Atlantic* — takes place in the thrilling 1930s





atmosphere of Le Bourgogne, a luxurious transatlantic liner. You play the part of the detective who finds himself mixed up in murder against a background of pre-war tensions, transatlantic speed records, spies, champagne and masked balls.

Besides the computer game, program, the game comes with actual ship reports, love notes, letters, braille messages, coded information, photographs, a bullet case, button, length of string and lots more.

There are 40 people to cross-examine, ranging from glamorous movie stars, jazz musicians and chambermaids.

These new and original settings for computer games make a refreshing change

from the seemingly endless procession of games involving knights, magicians and lost beauties.

Infogrames, the biggest software company in France, also makes good adventure games. But you can read more about those later on.

In France, as in Britain, there are lots of computer magazines on the newstands. But there are dominant L'Ordinateur Individuel, SVM and Tilt.

The first two are dedicated to the professional and hardware side of micromputing. Tilt is really the French equivalent of Computer+ Video Games. That is to say it's a reference for games and leisure computing. Each month it reviews about 40 games and also examines the new computers which come onto the market. Any British reader would instantly recognise many of the games it covers.

Another computer related area which has seen massive growth in France is Videotex, which is similar to Prestel. In fact it has been predicted that the equivalent of a year's growth in Prestel will be installed in France every 25 days for the next few years.

In the past five months its chatline — distinctly naughty when compared to British versions — has more than doubled.

More than just a new means of communication, Videotex is a real society phenomenon.

The Chatline moto is: Think dirty, if not original. Messages and graphics are pretty explicit.

MANDRAGORE

The name of Infogrames means nothing in Britain. Yet this French company is probably the biggest software house in Europe.

At its headquarters in Villeurbanne, Lyon, it employs 84 people, nearly half of them programmers working in new games, conversions and developing new product for what the company believes will be the technology of the future — MSX II.

And now Infogrames is preparing to take on the British market. This summer will see the first of its games released in Britain — *Mandragore,* an arcade adventure which has already proved a massive hit on the continent.

Infogrames was started three years ago by two men, Bruno Bonnell and Christophe Sapet. Last year Infogrames together with its distribution business Cadre had a turnover of 45 million francs. This year, predicted turnover is 96 million francs. Its business record is impressive. You don't get to be Europe's number one without being good.

So why has it taken Infrogrames so long to try it's luck with the British market?

Thomas Schmider, Inforgrames export sales manager, says: "It's mainly because we have been concentrating on the Thompson machines. Until December 1984 we were only thinking in terms of Thompson product. Then we started on MSX. We decided to turn to the



export market only when we became leader in France. Even if the English market is not increasing, it's still the most important in Europe. "We have a lot of product which we could have released before but we wanted to start with a full catalogue. Now we

continued ▶

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If you are ever considering it – save yourself a bullet!
ZZAP64

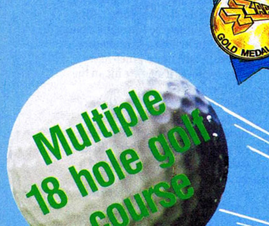
Quite honestly, leaderboard makes all other golf simulations look clumsy and antiquated in comparison.
ZZAP64

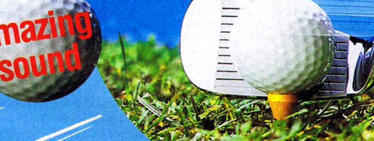
This is the sports simulation of the year – if not the decade!
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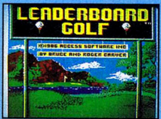
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- Practice Driving Range
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- Multiple 18 Hole Golf Courses
- Automatic Scoring

CBM 64/128 **Coming soon for Spectrum and Amstrad**



TEE SHOT



APPROACH SHOT

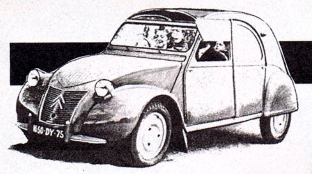


PUTTING





U. S. Gold, Unit 10, The Parkway Industrial Centre, Heneage Street, BIRMINGHAM B7 4LY. Tel. No. 021 3593020



are working towards simultaneous releases in France and the UK."

The games lined up for British release are mainly graphic adventures. In Britain arcade games are the real super sellers. But in France adventures are just as important.

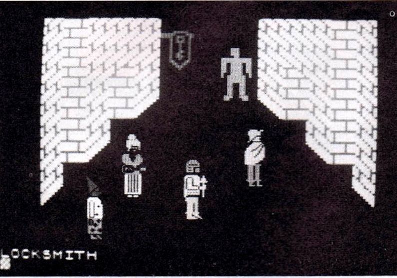
"I think all things produced by English software houses are very impressive but we're getting a little bored. It's all arcade games," says Thomas." If we make arcade products it's because we've found something new."

Infogrames releases games over a wide range of computers. This year the Atari 520 ST is being tipped as "the machine" for France.

But for the future, Infogrames is pinning a lot of hope on MSX II. "We believe this is the technology of the future, says Thomas. "But it doesn't mean we won't develop for other machines."

MSX machines have always been more popular in France than Britain and Infogrames have found it very profitable releasing product for it. It has built up a lot of expertise with the machine and is hoping to put it to use with the new MSX machines.

The first Infogrames game to be released in Britiain will be *Mandragore*, a sprawling arcade adventure which has already sold around 70,000 copies since it was released in France. It still hasn't been solved.



● *MANDRAGORE*

The cassette game, with accompanying booklet, will be released on a wide range of computers and sell for around £14.95.

It is set in the peaceful land under the benevolent rule of King Jorian of Mandragore who, tragically, is killed when a shower of shooting stars falls on the countryside. The king's rule is replaced by the tyrannical Lord Yarod Nor.

To free Mandragore from his rule, you must form a team of four characters and eventually confront the evil lord is his own chateau and destroy him.

To do this you must travel the land of Mandragore, visiting plains, forests, mountains, villages, chateaux, swamps and dungeons, solving riddles and puzzles and defeating monsters.

At the start of the game you are presented with three menu choices. The first is Syrella's Adventure, which allows you to play with a previously selected team. The second choice is for you to select your own team and the third is to resume a previous game.

When you choose your own team of four, a questionnaire concerning each one appears on the screen. Each is allotted 80 points which must be divided on characteristics such as constitution, strength, intelligence, wisdom and dexterity.

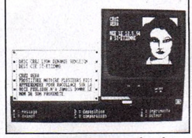
You then have to choose the character's race — dwarf, elf, mi-orc, hobbit or human. Each is then given an occupation — warrior, ranger, wizard, wiseman, thief or minstrel.

Further options are the character's name — up to six letters. Sex — just two, male or female — and the colour of the graphics on screen. This helps if, for example, you have selected two dwarfs for your team.

The team is shown on screen as rather chunky graphics. The island of Mandragore scrolls beneath them.

More than a dozen villages can be visited where it is possible to buy — or steal — torches, weapons, food and boats. It is also possible to sell things found elsewhere in the game.

There are ten chateaux, each with around 30 rooms and dungeons. Each dungeon has a theme running through it. For example, the zodiac, chess and even bees. Each has a mystery to be solved, treasure to be found and monsters to be fought.



Depending on how you play the game, points are added or subtracted from the each character. Lose too many and it's death.

Controlling the characters first appears confusing but practice makes it a very simple process.

Each character is given a number — 1, 2, 3, or 4, displayed on the right of the screen. Objects visible in a particular room are given the letters A, B, C and D. There are then 29 verbs at your disposal which can be selected by pressing the first two letters of the word.

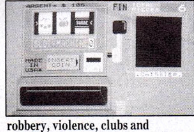
So if you wanted one of your team to attack a monster you would press the character's number (1), then the first two letters of ATtack and finally the letter attributed to the monster (C). The screen will display SYRELA ATTACKS MONSTER.

Confused? Don't worry, it's really simple when you see it on the screen.

The next Infogrames game, *Vera Cruz*, is due for release in August. It takes the player into the sordid underworld of detectives, pimps and prostitutes.

The game opens at the scene of a murder. Prostitute Vera Cruz lies sprawled on the floor. Playing the part of the detective you must collect clues, interview suspects, witnesses and finally identify the murderer. Vera Cruz is written by a French policeman and it appears to be a very faithful reconstruction of how a real murder investigation would be carried out. Although it was in French, Vera Cruz looks absolutely fascinating.

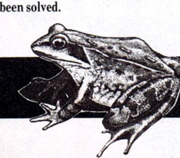
Due out in September is the Infogrames game sold in France as Las Vegas. But in Britain it will probably be called *The Inheritance*. You play the part of a man, presumably French, who receives a telegram from Las Vegas saying his aunt has died leaving him a vast amount of money. The adventure involves our hero's progress as he overcomes problem after problem before he can claim his money. Guns, blackmail, loan sharks,



robbery, violence, clubs and gambling are the ingredients of this adventure.

Although both the versions of Vera Cruz and Las Vegas were both in French and we'll have to wait for English versions before final judgement is passed, both look fun to play.

The ingredients in these two Infogrames games are far more adult than in English adventures. So if you are fed up with knights, wizards, fairies and spells, but are still thirsting for different, invigorating and challenging adventures, these could be games to renew your interest.





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A free three month subscription allowing you access to all this could be yours if you enter C+VG's treasure hunt. Ten runners up will get a C+VG Big Red t-shirt — so there's something to go for even if you don't win the big prize.

Micronet's free demonstration database simply shows what the service can offer you — but we're using it to set you a few mindboggling puzzles. You didn't think it was going to be easy did you?

Once you've dialled up the Prestel system via your modem enter this dummy ID number 4444444444 (Ten 4's) then enter this dummy password number 4444 (Four 4's). This gets you into the Micronet demo area. Once on line we want you to search for the answers to the following clues:

1. What baud rate modem do you need to access Micronet?
2. How many stars are there in the STARNET galaxy?
3. Up to how many GALLERY frames can be allocated to Micronet members?
4. What is Bizznet?
5. How many FREE Spectrum programs are described in the Sinclair Microbase?
6. Who is the guest celebrity on the demonstration of CELEBRITY CHATLINE?
7. Who is selling a brand new ZX printer for £25?
8. What is the first sign of a "wally"?
9. What is the name of John Bye's Headmaster?
10. How much should you pay the Milkman?
11. What do you press to download telesoftware on a BBC?
12. What is the ordinary subscription charge for Micronet and Prestel per quarter?
13. According to the DEMONSTRATION database, how many frames are there on the real MICRONET database?

Once you've worked out the answers, fill in the coupon below and sent it to; Peter Probert, Micronet/C+VG Treasure Hunt, Micronet 800, 8 Herbal Hill, London EC1R 5EJ. Closing date for entries is August 16th, normal C+VG competition rules apply, and the judges' decision is final.

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My answers are:

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3 ______
4 ______
5 ______
6 ______
7 ______
8 ______
9 ______
10 ______
11 ______
12 ______
13 ______

Name ______

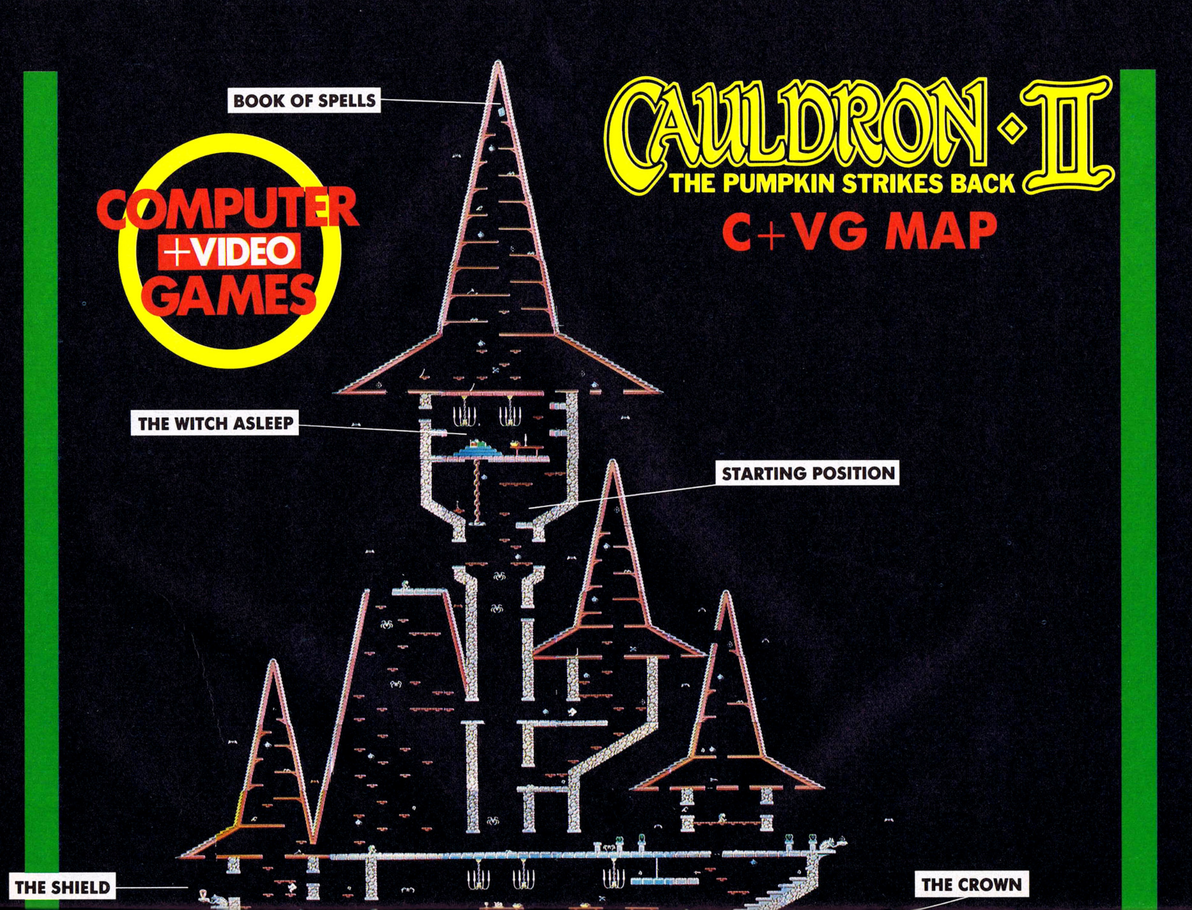
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THE CROWN





THE STORY SO FAR:

The Wizard of Tallyron told the story of how a magic mace kept the kingdom of Tallyron from invasion. Tallyron was bordered by sea on the west coast, on the north by the lands of the dreaded Black Knight, on the east by the country of Krull the Merciless and to the south lay the empire of Grekh the Evil. These three rulers together wished to destroy the land of Tallyron forever.
The Black Knight stole the mace and hid it on the Island of the Lost and a young acolyte from the Grand Meeting of Wizards was selected to recover it. Together with his two friends, Marc, from the Kiings yeoman and Karl, a southern farmer, he recovered the mace and destroyed the Black Knight. Marc has since become Commander in Chief of Tallyron's armies and our interpid hero has become Court Wizard to the king of Tallyron.

NOW READ ON!

"More wine for my guests", called the young wizard. Roget, the old leader of the Grand Meeting of Wizards watched him, warily. The third member of the dinner party, Marc sat back in his chair, knowing what was afoot, but saying nothing.
"Now, just what are you up to, you young rascal?" asked the old wizard.
"Surely an acolyte can treat his master to a good meal?" enquired his host, genially.
"The days when you were a junior Meeting member and I was your master are now long past," said Roget evenly. "You are no acolyte now, but the Court Wizard of Tallyron and quite outside any jurisdiction of mine. Now what exactly are you after?"
"Too wise by half, as usual," grinned the Court Wizard. "Quite right, I need your help. Tell me, what do you make of this?"
Clearing a space in the centre of the table, he spread out a scroll of parchment. It looked extremely old but the assembled company could clearly read the following stanzas.
From wizard's lair in darkest Wold
Was spawned a hare of crystal, cold.
When Mace is lost, and Mace is found
feel bell's reposte, deep underground.
For Hare be found with ill intent
and Mace be drowned to great extent.
"Where did you get this?" asked Roget.
"From the king. This is part of the prophecies of Karleem."
The old man gasped. Karleem was a legendary seer who lived many years previously, had made many predictions and had never been wrong.
"Now I think I understand. The king is concerned about the reference to the loss and recovery of the mace?", said Roget.
"Quite. So any help would be appreciated."
"Let us see then." Roget examined the parchment. At length he said: "Well the Wold is the old name for the Southlands, the area just below where your friend Karl has his farm. A hare is the old southern word for a bell, so presumably the prophecy must refer to some magic bell with the power to negate the effect of the mace. I should think the Keeper of the Moontower on the southern plains could tell you all about it."
"Then I must travel south." The Court Wizard turned to Marc. "Would you care to join me?" The soldier smiled.
"Why not? The army could manage very well without me for a day or two. And it gives us a chance to look up an old friend!"

Chapter Two

"I hope this will take no longer than a week or two," complained Karl. "I have a harvest to worry about."
"Stop winging. You know you hate the quiet life!" Marc chided.
The three of them approached a bluff overlooking the southern plains of Tallyron as dusk feel. Suddenly they were surrounded by a group of armed men who moved forward to attack them. The Court Wizard had a sleep spell ready. The two fighters drew their swords.
"Wait Marc," called the magician. "They don't look like Grekh's people."
The Court Wizard gravely gave his name.
"And who am I addressing? Why do you prepare to attack us?" he asked indignantly.
"Our humble apologies, my lord. We defend the Moontower and these are troubled times, for Grekh's armies are abroad." Mark and Karl exchanged glances.
"Looks like there may be something to the poem, after all," said Karl. "Take us to your Keeper, please."
Within half an hour the Keeper of the Moontower, who was an ancient gnarled character with a long beard and flowing grey hair, was reading the history of the Crystal Bell of the Wold from an old manuscript.
The visitors soon determined that if the bell should be rung by an attacking army, the mace would become powerless.
"But there is worse news, I'm afraid," said the old man gloomily. "The bell's last known position was in the old underground complex at Woldcrest, just five miles southwest of here. All the surface buildings have long since fallen into ruin. Very little is left. But it is said that the underground walkways and rooms are still there. They are only accessible by an old stone ladder beneath a trap door, but I have a map which will direct you to there." The ancient figure leant forward and lowered his voice. "But it is rumoured that Grekh is already inside the complex, with a bodyguard of gargoyles. And that he has populated it with the living dead.
The Court Wizard looked at his men. "Well gentlemen. This time we start with the best equipment available, and I know many spells. Are you with me. . ?"

● continued on page 52

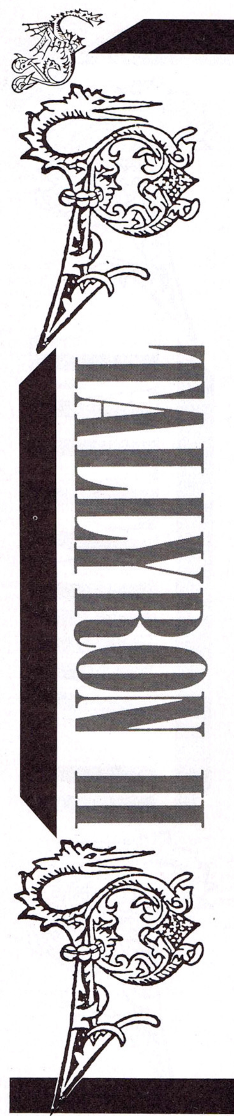
THE PROGRAM

```
  5 DEF FN A(A)=(LEVEL>1 AND ((
A>104 AND A<108) OR (A>120 AND A
<124) OR (A>130 AND A<141) OR (A
>146 AND A<157) OR (A>162 AND A<
173) OR (A>178 AND A<189)))-(LEV
EL=2 AND (A=29 OR A=30 OR A=45 O
R A=46))
  6 INK 0: PAPER 7: CLS : PRINT
 AT 10,0;"DATA IS LOADING"
  8 LOAD "MAP" DATA A$()
  9 PRINT : PRINT "PLEASE WAIT"
 10 GO TO 1000
 100 FOR N=2 TO 5: PRINT AT N,6;
O$(6 TO 31): NEXT N: RETURN
 105 POKE 23658,8: BEEP .2,1
 106 LET u$=INKEY$: IF u$="" THE
N  GO TO 106
 110 IF (U$="7" OR u$=CHR$ 11) A
ND A$(LEVEL,POS+DY16+DX)>"1" AND
 A$(LEVEL,POS+DY16+DX)<>"F" THEN
  LET POS=POS+DX+DY16: GO TO 128
 112 IF U$="8" OR u$=CHR$ 9 THEN
  LET DIR=DIR+1-4*(DIR=4): GO TO
 128
 114 IF U$="5" OR u$=CHR$ 8 THEN
  LET DIR=DIR-1+4*(DIR=1): GO TO
 128
 115 IF u$="E" AND A$(LEVEL,POS+
DY16+DX)="0" AND NOT (LEVEL=5 AN
D POS=173 AND FLAG2<>2) THEN  LE
T POS=POS+DX+DX+DY*32: GO TO 128
 116 IF u$="C" AND ((A$(LEVEL,PO
S)="3" AND LEVEL>1) OR A$(LEVEL,
POS)="4") THEN  LET level=level+
(A$(LEVEL,pos)="4" AND level<5)-
(a$(level,pos)="3" AND level>1):
 GO TO 128
 117 IF u$="C" AND A$(LEVEL,POS)
="3" AND LEVEL=1 AND NOT FLAG3 T
HEN  INPUT INKEY$: PRINT #0;AT 0
,0;"THIS LADDER LEADS OUT OF THE
     LABYRINTH AND YOU HAVN'T
     COMPLETED YOUR QUEST YET!":
FOR N=1 TO 200: NEXT N: GO SUB 9
90: GO TO 105
 118 IF u$="C" AND A$(LEVEL,POS)
="3" AND LEVEL=1 AND FLAG3 THEN
 CLS : PRINT "YOU TAKE THE CRYST
AL HARE OF     WOLD TO THE TOWER
OF THE MOON,   WHERE THE KEEPER D
ISABLES IT     FOREVER."'''"TOTAL
SUCCESS!"'''"ONCE MORE TALLYRON O
WES YOU ITS PEACE.": STOP
 119 IF U$="D" AND (A$(LEVEL,POS
)="D" OR A$(LEVEL,POS)="E") THEN
  GO SUB 5000: FOR N=1 TO 200: N
EXT N: GO SUB 990: GO TO 105
 120 IF U$="O" AND A$(LEVEL,POS)
>"4" AND A$(LEVEL,POS)<"A" THEN
 GO SUB 4000: GO TO 128
 121 IF U$="O" AND A$(LEVEL,POS)
="A" THEN  INPUT INKEY$: PRINT #
0;AT 0,0;"YOU'VE ALREADY EMPTIED
 THIS       CHEST!": FOR N=1 TO 20
0: NEXT N: GO SUB 990: GO TO 105
 122 IF U$="M" THEN  LET CAMP=1:
 GO TO 1100
 124 IF U$="R" THEN  GO SUB 1500
: GO TO 128
 125 IF U$="I" THEN  CLS : GO SU
B 3000: FOR Q=1 TO 100: NEXT Q:
GO TO 128
 126 IF U$="U" THEN  CLS : GO SU
B 3500: FOR Q=1 TO 100: NEXT Q:
GO TO 128
 127 GO TO 106
 128 GO SUB 600
 170 IF A$(LEVEL,pos)<>"B" AND (
U$="7" OR U$="E") THEN  RETURN
 175 IF A$(LEVEL,pos)<>"B" THEN
 GO TO 105
 230 INPUT INKEY$: PRINT #0;AT 0
,0;"YOU STEP ON THE TRANSPORTER
GRIDAND ARE WHISKED AWAY IN A PU
FF  OF SMOKE!": FOR N=21 TO 60:
BEEP .01,N+2: BEEP .01,N-2: BEEP
 .001,N: NEXT N
 235 IF LEVEL=2 AND POS=216 THEN
  LET POS=29: GO TO 128
 236 IF LEVEL=2 AND POS=46 THEN
 LET POS=103: GO TO 128
 240 LET POS1=INT (RND*223+17):
IF A$(LEVEL,POS1)<"2" OR A$(LEVE
L,POS1)="B" OR FN A(POS)<>FN A(P
OS1) THEN  GO TO 240
 250 LET POS=POS1: GO TO 128
 500 FOR N=5 TO 20: PRINT AT N,0
;O$;: NEXT N: RETURN
 550 INPUT INKEY$: FOR X=16 TO 2
1: PRINT AT X,0;O$: NEXT X: RETU
RN
 600 INK 6: PAPER 0: BORDER 0: C
LS
 610 PLOT 47,8: DRAW 160,0: DRAW
 0,160: DRAW -160,0: DRAW 0,-160
 620 LET DY=(DIR=3)-(DIR=1): LET
DX=(DIR=2)-(DIR=4): LET DY16=DY
*16: LET DX16=DX*16
 630 IF A$(LEVEL,POS+DY16+DX)<"2
" THEN  PLOT 67,28: DRAW 120,0:
DRAW 0,120: DRAW -120,0: DRAW 0,
-120
 640 IF A$(LEVEL,POS+DY16+DX)="0
" THEN  PLOT 97,28: DRAW 0,90: D
RAW 60,0: DRAW 0,-90: PLOT 109,6
5: DRAW 2,0: DRAW 2,2: DRAW 0,2:
 DRAW -2,2: DRAW -2,0: DRAW -2,-
2: DRAW 0,-2: DRAW 2,-2
 650 IF A$(LEVEL,POS-DX16+DY)<"2
" THEN  PLOT 47,8: DRAW 20,20: D
RAW 0,120: DRAW -20,20
 660 IF A$(LEVEL,POS-DX16+DY)="0
" THEN  PLOT 53,14: DRAW 0,119:
DRAW -6,6
 670 IF A$(LEVEL,POS+DX16-DY)<"2
" THEN  PLOT 207,8: DRAW -20,20:
DRAW 0,120: DRAW 20,20
 680 IF A$(LEVEL,POS+DX16-DY)="0
" THEN  PLOT 201,14: DRAW 0,119:
 DRAW 6,6
 690 LET PT=POS+DY*17-DX*15: IF
PT<1 OR PT>256 THEN  GO TO 740
 700 IF A$(LEVEL,PT)>"1" THEN  G
O TO 730
 710 IF A$(LEVEL,POS+DY16+DX)>"1
" THEN  PLOT 67,28: DRAW 30,30:
DRAW 0,60: DRAW -30,30
 720 IF A$(LEVEL,POS-DX16+DY)>"1
" THEN  PLOT 47,28: DRAW 20,0: D
RAW 0,120: DRAW -20,0
 730 IF A$(LEVEL,PT)="0" AND A$(
LEVEL,POS+DY16+DX)>"1" THEN  PLO
T 76,37: DRAW 0,80: DRAW 14,-14:
 DRAW 0,-52: PLOT 86,77: DRAW 2,
2: DRAW 0,1: DRAW -2,2: DRAW -1,
-2: DRAW 0,-2: DRAW 1,-1
 740 LET PT2=POS+DY*15+DX*17: IF
 PT2<1 OR PT2>256 THEN  GO TO 79
0
 750 IF A$(LEVEL,PT2)>"1" THEN
GO TO 780
 760 IF A$(LEVEL,POS+DY16+DX)>"1
" THEN  PLOT 187,28: DRAW -30,30
: DRAW 0,60: DRAW 30,30
 770 IF A$(LEVEL,POS+DX16-DY)>"1
" THEN  PLOT 207,28: DRAW -20,0:
 DRAW 0,120: DRAW 20,0
 780 IF A$(LEVEL,PT2)="0" AND A$
(LEVEL,POS+DY16+DX)>"1" THEN  PL
OT 178,37: DRAW 0,80: DRAW -14,-
14: DRAW 0,-52: PLOT 173,77: DRA
W -2,2: DRAW 0,1: DRAW 2,2: DRAW
 1,-2: DRAW 0,-2: DRAW -1,-1
 790 IF A$(LEVEL,POS+DY16+DX)<"2
" THEN  GO TO 904
 800 LET PT1=POS+DY*32+DX*2: IF
PT1<1 OR PT1>256 THEN  GO TO 904
 810 IF A$(LEVEL,PT1)<"2" THEN
PLOT 97,58: DRAW 60,0: DRAW 0,60
: DRAW -60,0: DRAW 0,-60
 820 IF A$(LEVEL,PT1)="0" THEN
PLOT 112,58: DRAW 0,45: DRAW 30,
0: DRAW 0,-45: PLOT 118,77: DRAW
 1,1: DRAW -1,1: DRAW -1,-1: DRA
W 1,-1
 830 IF A$(LEVEL,PT)<"2" THEN  G
O TO 865
 840 IF A$(LEVEL,PT+DY16+DX)<"2"
 THEN  PLOT 67,58: DRAW 30,0: DR
AW 0,60: DRAW -30,0: IF A$(LEVEL
,POS-DX16+DY)>"1" THEN  PLOT 67,
58: DRAW -20,0: DRAW 0,60: DRAW
20,0
 850 IF A$(LEVEL,PT+DY16+DX)="0"
 THEN  PLOT 82,58: DRAW 0,45: DR
AW -15,0: IF A$(LEVEL,POS-DX16+D
Y)>"1" THEN  PLOT 52,58: DRAW 0,
45: DRAW 15,0: PLOT 58,77: DRAW
1,1: DRAW -1,1: DRAW -1,-1: DRAW
 1,-1
 852 IF A$(LEVEL,PT-DY16-DX)<"2"
 THEN  GO TO 865
 855 IF A$(LEVEL,PT)>"4" AND A$(
LEVEL,PT)<"B" THEN  PLOT 52,40:
DRAW 0,12: DRAW 20,0: DRAW 0,-12
: DRAW -20,0: DRAW 0,12: DRAW 4,
4: DRAW 12,0: DRAW 4,-4: DRAW -1
1,0: DRAW 0,-3: DRAW 3,0: DRAW 0
,3
 856 IF A$(LEVEL,PT)="A" THEN  D
RAW 7,0: DRAW 0,6: INVERSE 1: DR
AW -18,0: DRAW 18,0: INVERSE 0:
DRAW 0,-1: DRAW 0,5: DRAW -18,0:
 DRAW 0,-9: DRAW 3,3: DRAW 0,3:
DRAW -3,3: DRAW 3,-3: DRAW 12,0:
 DRAW 3,3: DRAW -3,-3: DRAW 0,-3
 857 IF A$(LEVEL,PT)>"C" AND A$(
LEVEL,PT)<"F" THEN  PLOT 47,45:
DRAW 31,0: DRAW 0,-1: DRAW -4,-4
: DRAW 0,-2: DRAW -27,0: PLOT 47
,50: DRAW 6,0: DRAW -2,-2: DRAW
0,-2: FOR N=0 TO 5: PLOT 47,51:
DRAW 0,ABS N*2: DRAW N*2,0,(PI+A
BS N/180)*-SGN N: NEXT N
 858 IF A$(LEVEL,PT)="B" THEN  P
LOT 47,50: FOR N=0 TO 10 STEP 2:
 DRAW 28-N*2,0: DRAW N*2-20,N*2-
20: DRAW -8,0: DRAW 0,18-N*2: NE
XT N
 859 IF A$(LEVEL,PT)="C" THEN  P
LOT 47,50: DRAW 28,0: DRAW -20,-
20: DRAW -8,0
 860 IF A$(LEVEL,PT)="4" AND DX
THEN  PLOT 52,40: DRAW 0,30: DRA
W 1,0: DRAW 0,-30: DRAW 3,0: DRA
W 0,30: DRAW -1,0: DRAW 0,-30: D
RAW 0,2: DRAW -2,0: DRAW 0,1: DR
AW 2,0: FOR N=1 TO 2: DRAW 0,11:
 DRAW -2,0: DRAW 0,1: DRAW 2,0:
NEXT N: DRAW 0,-27: DRAW 13,0: D
RAW 7,7: DRAW -28,0: DRAW 0,-7:
```

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DRAW 14,0
 861 IF A$(LEVEL,PT)="4" AND NOT
 DX THEN  PLOT 60,40: DRAW 0,30:
 DRAW -1,0: DRAW 0,-30: DRAW -12
,0: DRAW 0,30: DRAW 1,0: DRAW 0,
-30: DRAW 0,2: DRAW 12,0: DRAW 0
,1: DRAW -12,0: FOR N=1 TO 2: DR
AW 0,11: DRAW 12,0: DRAW 0,1: DR
AW -12,0: NEXT N: DRAW 0,-27: DR
AW 0,7: DRAW 28,0: DRAW -7,-7: D
RAW -14,0
 865 IF A$(LEVEL,PT2)<"2" THEN
GO TO 904
 870 IF A$(LEVEL,PT2+DY16+DX)<"2
" THEN  PLOT 187,58: DRAW -30,0:
 DRAW 0,60: DRAW 30,0: IF A$(LEV
EL,POS+DX16-DY)>"1" THEN  PLOT 1
87,58: DRAW 20,0: DRAW 0,60: DRA
W -20,0
 880 IF A$(LEVEL,PT2+DY16+DX)="0
" THEN  PLOT 172,58: DRAW 0,45:
DRAW 15,0: PLOT 178,77: DRAW 1,1
: DRAW -1,1: DRAW -1,-1: DRAW 1,
-1: IF A$(LEVEL,POS+DX16-DY)>"1"
 THEN  PLOT 202,58: DRAW 0,45: D
RAW -15,0
 885 IF A$(LEVEL,PT2-DY16-DX)<"2
" THEN  GO TO 904
 890 IF A$(LEVEL,PT2)>"4" AND A$
(LEVEL,PT2)<"B" THEN  PLOT 182,4
0: DRAW 0,12: DRAW 20,0: DRAW 0,
-12: DRAW -20,0: DRAW 0,12: DRAW
 4,4: DRAW 12,0: DRAW 4,-4: DRAW
 -11,0: DRAW 0,-3: DRAW 3,0: DRA
W 0,3
 895 IF A$(LEVEL,PT2)="A" THEN
DRAW 7,0: DRAW 0,6: INVERSE 1: D
RAW -18,0: DRAW 18,0: INVERSE 0:
 DRAW 0,-1: DRAW 0,5: DRAW -18,0
: DRAW 0,-9: DRAW 3,3: DRAW 0,3:
 DRAW -3,3: DRAW 3,-3: DRAW 12,0
: DRAW 3,3: DRAW -3,-3: DRAW 0,-
3
 896 IF A$(LEVEL,PT2)>"C" AND A$
(LEVEL,PT2)<"F" THEN  PLOT 180,3
8: DRAW 0,2: DRAW -4,4: DRAW 0,1
: DRAW 31,0: DRAW 0,-7: DRAW -27
,0: PLOT 203,46: DRAW 0,2: DRAW
-2,2: DRAW 6,0: FOR N=-5 TO 0: P
LOT 207,51: DRAW 0,ABS N*2: DRAW
 N*2,0,(PI+ABS N/180)*-SGN N: NE
XT N
 897 IF A$(LEVEL,PT2)="B" THEN
PLOT 197,30: DRAW -20,20: FOR N=
0 TO 10 STEP 2: DRAW 30-N*2,0: D
RAW 0,N*2-20: DRAW -8,0: DRAW N*
2-18,18-N*2: NEXT N
 898 IF A$(LEVEL,PT2)="C" THEN
PLOT 207,50: DRAW -28,0: DRAW 20
,-20: DRAW 8,0
 899 IF A$(LEVEL,PT2)="4" AND NO
T DX THEN  PLOT 194,40: DRAW 0,3
0: DRAW 1,0: DRAW 0,-30: DRAW 12
,0: DRAW 0,30: DRAW -1,0: DRAW 0
,-30: DRAW 0,2: DRAW -12,0: DRAW
 0,1: DRAW 12,0: FOR N=1 TO 2: D
RAW 0,11: DRAW -12,0: DRAW 0,1:
DRAW 12,0: NEXT N: DRAW 0,-27: D
RAW 0,7: DRAW -28,0: DRAW 7,-7:
DRAW 14,0
 900 IF A$(LEVEL,PT2)="4" AND DX
 THEN  PLOT 202,40: DRAW 0,30: D
RAW -1,0: DRAW 0,-30: DRAW -3,0:
 DRAW 0,30: DRAW 1,0: DRAW 0,-30
: DRAW 0,2: DRAW 2,0: DRAW 0,1:
DRAW -2,0: FOR N=1 TO 2: DRAW 0,
11: DRAW 2,0: DRAW 0,1: DRAW -2,
0: NEXT N: DRAW 0,-27: DRAW -13,
0: DRAW -7,7: DRAW 28,0: DRAW 0,
-7: DRAW -14,0
 904 IF A$(LEVEL,POS)="3" AND NO
T DX THEN  PLOT 116,8: DRAW 0,16
0: DRAW 2,0: DRAW 0,-160: DRAW 2
0,0: DRAW 0,160: DRAW -2,0: DRAW
 0,-160: DRAW 0,13: FOR N=1 TO 7
: DRAW -18,0: DRAW 0,2: DRAW 18,
0: DRAW 0,19: NEXT N: DRAW 27,0:
 DRAW -10,-10: DRAW -50,0: DRAW
-10,10
 905 IF A$(LEVEL,POS)="3" AND DX
 THEN  PLOT 127,168: DRAW 0,-160
: DRAW 2,0: DRAW 0,160: DRAW 34,
0: DRAW -10,-10: DRAW -50,0: DRA
W -10,10
 910 IF A$(LEVEL,POS+DY16+DX)="3
" AND NOT DX THEN  PLOT 120,43:
DRAW 0,93: DRAW 1,0: DRAW 0,-93:
 DRAW 0,9: DRAW 12,0: DRAW 0,-9:
 DRAW 0,93: DRAW -1,0: DRAW 0,-9
3: DRAW 0,9: FOR N=1 TO 7: DRAW
-12,0: DRAW 0,1: DRAW 12,0: DRAW
 0,11: NEXT N: DRAW 17,0: DRAW -
7,-7: DRAW -30,0: DRAW -7,7: DRA
W 40,0
 915 IF A$(LEVEL,POS+DY16+DX)="3
" AND DX THEN  PLOT 127,136: DRA
W 0,-93: DRAW 1,0: DRAW 0,93: DR
AW 21,0: DRAW -7,-7: DRAW -30,0:
 DRAW -7,7: DRAW 40,0
 920 IF A$(LEVEL,POS)="4" AND NO
T DX THEN  PLOT 116,8: DRAW 0,60
: DRAW 2,0: DRAW 0,-60: DRAW 20,
0: DRAW 0,60: DRAW -2,0: DRAW 0,
-60: DRAW 0,4: DRAW -18,0: DRAW
0,2: DRAW 18,0: FOR N=1 TO 2: DR
AW 0,19: DRAW -18,0: DRAW 0,2: D
RAW 18,0: NEXT N: DRAW 0,-48: DR
AW 27,0: DRAW -10,10: DRAW -50,0
: DRAW -10,-10
 925 IF A$(LEVEL,POS)="4" AND DX
 THEN  PLOT 127,8: DRAW 0,60: DR
AW 2,0: DRAW 0,-60: DRAW 34,0: D
RAW -10,10: DRAW -50,0: DRAW -10
,-10
 930 IF A$(LEVEL,POS+DY16+DX)="4
" AND NOT DX THEN  PLOT 120,40:
DRAW 0,30: DRAW 1,0: DRAW 0,-30:
 DRAW 12,0: DRAW 0,30: DRAW -1,0
: DRAW 0,-30: DRAW 0,2: DRAW -12
,0: DRAW 0,1: DRAW 12,0: FOR N=1
 TO 2: DRAW 0,11: DRAW -12,0: DR
AW 0,1: DRAW 12,0: NEXT N: DRAW
0,-27: DRAW 17,0: DRAW -7,7: DRA
W -30,0: DRAW -7,-7: DRAW 40,0
 932 IF A$(LEVEL,POS+DY16+DX)="4
" AND DX THEN  PLOT 127,40: DRAW
 0,30: DRAW 1,0: DRAW 0,-30: DRA
W 21,0: DRAW -7,7: DRAW -30,0: D
RAW -7,-7: DRAW 40,0
 933 IF A$(LEVEL,POS+DY16+DX)="B
" THEN  PLOT 82,30: DRAW 20,20:
FOR N=0 TO 10 STEP 2: DRAW 50-N,
0: DRAW 20-N*2,N*2-20: DRAW N*5-
87,0: DRAW 18-N*2,18-N*2: NEXT N
 934 IF A$(LEVEL,POS+DY16+DX)="C
" THEN  PLOT 82,30: DRAW 20,20:
DRAW 50,0: DRAW 20,-20: DRAW -89
,0: DRAW 20,20
 936 IF A$(LEVEL,POS+DY16+DX)>"4
" AND A$(LEVEL,POS+DY16+DX)<"B"
THEN  PLOT 118,40: DRAW 0,12: DR
AW 20,0: DRAW 0,-12: DRAW -20,0:
 DRAW 0,12: DRAW 4,4: DRAW 12,0:
 DRAW 4,-4: DRAW -11,0: DRAW 0,-
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● continued ▶



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3: DRAW 3,0: DRAW 0,3
 937 IF A$(LEVEL,POS+DY16+DX)="A
" THEN  DRAW 7,0: DRAW 0,6: INVE
RSE 1: DRAW -18,0: DRAW 18,0: IN
VERSE 0: DRAW 0,-1: DRAW 0,5: DR
AW -18,0: DRAW 0,-9: DRAW 3,3: D
RAW 0,3: DRAW -3,3: DRAW 3,-3: D
RAW 12,0: DRAW 3,3: DRAW -3,-3:
DRAW 0,-3
 938 IF A$(LEVEL,POS)>"4" AND A$
(LEVEL,POS)<"B" THEN  INVERSE 1:
 FOR N=28 TO 30 STEP 2: PLOT 108
,N: DRAW 40,0: NEXT N: FOR N=0 T
O 8 STEP 2: PLOT 108+N,32+N: DRA
W 40-N*2,0: NEXT N: INVERSE 0: P
LOT 108,8: DRAW 0,24: DRAW 40,0:
 DRAW 0,-24: DRAW -40,0: DRAW 0,
24: DRAW 8,8: DRAW 24,0: DRAW 8,
-8: DRAW -22,0: DRAW 0,-6: DRAW
6,0: DRAW 0,6
 939 IF A$(LEVEL,POS)="A" THEN
INVERSE 1: PLOT 109,34: FOR N=1
TO 9:: DRAW 38,0: DRAW 0,1: DRAW
 -38,0: DRAW 0,1: NEXT N: INVERS
E 0: PLOT 147,32: DRAW 0,20: DRA
W -38,0: DRAW 0,-19: DRAW 7,7: D
RAW 0,5: DRAW -7,7: DRAW 7,-7: D
RAW 24,0: DRAW 7,7: DRAW -7,-7:
DRAW 0,-5: DRAW 7,-7: DRAW -7,7:
 DRAW -24,0
 955 IF A$(LEVEL,POS)="B" THEN
PRINT AT 20,9;"
          ";
 965 IF A$(LEVEL,POS)="C" THEN
PLOT 71,8: DRAW 8,8: DRAW 96,0:
DRAW 8,-8
 975 IF A$(LEVEL,POS)="D" OR A$(
LEVEL,POS)="E" THEN  PLOT 87,8:
DRAW 0,3: DRAW -6,6: DRAW 0,2: D
RAW 92,0: DRAW 0,-2: DRAW -6,-6:
 DRAW 0,-3: PLOT 120,19: DRAW 0,
4: DRAW -3,3: DRAW 22,0: DRAW -3
,-3: DRAW 0,-4: FOR N=-5 TO 5: P
LOT 128,26: DRAW 0,ABS N*4: DRAW
 N*4,0,(PI+ABS N/180)*-SGN N: NE
XT N
 980 IF A$(LEVEL,POS+DY16+DX)="D
" OR A$(LEVEL,POS+DY16+DX)="E" T
HEN  PLOT 100,38: DRAW 0,2: DRAW
 -4,4: DRAW 0,1: DRAW 62,0: DRAW
 0,-1: DRAW -4,-4: DRAW 0,-2: DR
AW -54,0: PLOT 124,46: DRAW 0,2:
 DRAW -2,2: DRAW 12,0: DRAW -2,-
2: DRAW 0,-2: FOR N=-5 TO 5: PLO
T 128,51: DRAW 0,ABS N*2: DRAW N
*2,0,(PI+ABS N/180)*-SGN N: NEXT
 N
 982 IF A$(LEVEL,POS)="G" AND A$
(LEVEL,POS+DY16+DX)<>"1" THEN  F
OR N=47 TO 171 STEP 124: PLOT N,
8: DRAW 0,160: DRAW 36,0: DRAW 0
,-160: DRAW -36,0: FOR Q=1 TO 2:
 DRAW 6,0: DRAW 0,160: DRAW 6,0:
 DRAW 0,-160: NEXT Q: DRAW 6,0:
DRAW 0,160: DRAW 6,0: FOR Q=0 TO
 52 STEP 52: DRAW 0,-Q: FOR X=0
TO 18 STEP 6: DRAW -X,X*3: DRAW
-18,-54: DRAW X-18,54-X*3: DRAW
X,X*3: DRAW 18,-54: DRAW 18-X,54
-X*3: DRAW 0,-18*(X<18): NEXT X:
 NEXT Q: NEXT N
 983 IF A$(LEVEL,POS)="G" AND A$
(LEVEL,POS+DY16+DX)="1" THEN  PL
OT 128,62: DRAW 0,-54: DRAW 1,0:
 DRAW 0,160: DRAW -1,0: DRAW 0,-
54: DRAW 0,54: DRAW -1,0: DRAW 0
,-160: DRAW 0,76: DRAW -2,0: DRA
W 0,8,-2: DRAW 6,0: DRAW 0,-8,-2
: DRAW -3,0: DRAW 0,-2: DRAW 0,1
2
 984 IF A$(LEVEL,POS+DY16+DX)="G
" THEN  FOR N=78 TO 152 STEP 74:
 PLOT N,39: DRAW 0,98: DRAW 24,0
: DRAW 0,-98: DRAW -24,0: FOR Q=
1 TO 2: DRAW 4,0: DRAW 0,98: DRA
W 4,0: DRAW 0,-98: NEXT Q: DRAW
4,0: DRAW 0,98: DRAW 4,0: FOR Q=
0 TO 26 STEP 26: DRAW 0,-Q: FOR
X=0 TO 12 STEP 4: DRAW -X,X*3: D
RAW -12,-36: DRAW X-12,36-X*3: D
RAW X,X*3: DRAW 12,-36: DRAW 12-
X,36-X*3: DRAW 0,-12*(X<12): NEX
T X: NEXT Q: NEXT N
 985 IF A$(LEVEL,POS+DY16+DX)="F
" THEN  FOR N=78 TO 128 STEP 50:
 PLOT N,39: DRAW 0,98: DRAW 48,0
: DRAW 0,-98: DRAW -48,0: FOR Q=
1 TO 2: DRAW 8,0: DRAW 0,98: DRA
W 8,0: DRAW 0,-98: NEXT Q: DRAW
8,0: DRAW 0,98: DRAW 8,0: FOR Q=
0 TO 50 STEP 50: DRAW 0,-Q: FOR
X=0 TO 24 STEP 8: DRAW -X,X: DRA
W -24,-24: DRAW X-24,24-X: DRAW
X,X: DRAW 24,-24: DRAW 24-X,24-X
: DRAW 0,-8*(X<24): NEXT X: NEXT
 Q: NEXT N: PRINT AT 11,15;"
";AT 12,15;"  ."
 986 IF A$(LEVEL,POS)="H" OR A$(
LEVEL,POS)="I" THEN  PLOT 119,28
: DRAW  INVERSE 1;18,0: PLOT 113
,8: DRAW 0,6: DRAW 30,0: DRAW 0,
-6: DRAW 0,6: DRAW -6,0: FOR N=1
 TO 3: DRAW 0,43: DRAW -3,0: DRA
W 0,-43: DRAW -3,0: NEXT N: DRAW
 0,43: DRAW -2,0: DRAW 22,0: DRA
W 0,6: DRAW -22,0: DRAW 0,-6: IF
 A$(LEVEL,POS)="I" THEN  PRINT A
T 12,16;"  ";AT 13,14;"
 "
 987 IF A$(LEVEL,POS+DY16+DX)="H
" OR A$(LEVEL,POS+DY16+DX)="I" T
HEN  PLOT 122,58: DRAW  INVERSE
1;12,0: PLOT 138,38: DRAW -20,0:
 DRAW 0,4: DRAW 20,0: DRAW 0,-4:
 DRAW 0,4: DRAW -4,0: FOR N=1 TO
 3: DRAW 0,25: DRAW -2,0: DRAW 0
,-25: DRAW -2,0: NEXT N: DRAW 0,
25: DRAW -1,0: DRAW 14,0: DRAW 0
,4: DRAW -14,0: DRAW 0,-4: IF A$
(LEVEL,POS+DY16+DX)="I" THEN  PR
INT AT 12,15;"  "
 990 INPUT INKEY$: PRINT #0;AT 0
,0;"^Forward  Turn Left  Turn
Right Report Incant Spell Use It
em    Make Camp";(" Climb Ladder
" AND A$(LEVEL,POS)>"2" AND A$(L
EVEL,POS)<"5");(" Enter Door" AN
D A$(LEVEL,POS+DY16+DX)="0");("
Open Chest" AND A$(LEVEL,POS)>"4
" AND A$(LEVEL,POS)<"B");(" Drin
k" AND A$(LEVEL,POS)>"C" AND A$(
LEVEL,POS)<"F");: RETURN
1000 GO SUB 8000: GO TO 1015
1010 GO SUB 6000: GO TO 1020
1015 GO SUB 600
1020 POKE 23658,8: IF CAMP THEN
 GO SUB 1100: GO TO 1015
1030 IF A$(LEVEL,POS)>"I" THEN
GO SUB 1300
1040 GO SUB 1450
1050 GO TO 1020
1099 REM  CAMPED Options

1100 CLS : PRINT AT 8,8;"OPTIONS
"
1102 PRINT AT 2,13;"CAMPED";AT 4
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TALLYRON II

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,0;"

  "
1105 PRINT AT 7,0;O$;AT 10,8;"M)
ove"
1110 PRINT AT 12,8;"R)eport"
1112 PRINT AT 14,8;"U)se Item"
1114 PRINT AT 16,8;"I)ncant Spel
l"
1145 PRINT AT 18,8;"S)ave Positi
on"
1150 IF INKEY$<>"M" AND INKEY$<>
"S" AND INKEY$<>"R" AND INKEY$<>
"U" AND INKEY$<>"I" THEN  GO TO
1150
1160 IF INKEY$="M" THEN  LET CAM
P=0: GO SUB 1400: RETURN
1170 IF INKEY$="R" THEN  GO SUB
1500: GO TO 1100
1180 IF INKEY$="I" THEN  GO SUB
500: GO SUB 3000: FOR q=1 TO 100
: NEXT q: GO TO 1100
1185 IF INKEY$="U" THEN  GO SUB
500: GO SUB 3500: FOR q=1 TO 100
: NEXT q: GO TO 1100
1190 IF INKEY$="S" THEN  CLS : P
RINT "Ready tape,then press any
key": PAUSE 4E4: SAVE "tallyron"
 LINE 1010: BEEP 1,1: RETURN
1299 REM  Combat

1300 IF A$(LEVEL,POS)<"J" THEN
RETURN
1301 LET T5=CODE A$(LEVEL,POS)-7
3: LET AC=M(1,T5): LET DAM=M(2,T
5)
1305 IF T5<3 OR T5=6 THEN  LET M
1=2: GO TO 1309
1306 IF T5=8 THEN  LET M1=3: GO
TO 1309
1308 LET M1=1
1309 DIM D(M1): DIM M$(M1,16)
1310 IF M1=0 THEN  RETURN
1315 LET INIT=INT (RND*2): DIM U
(M1): FOR N=1 TO M1: LET M$(N)=B
$(T5-(N>1 AND T5=8)): LET U(N)=1
00: NEXT N
1317 GO SUB 1322: IF INIT THEN
GO SUB 1360: IF M1 AND L$<>"R" T
HEN  GO SUB 2000
1318 IF NOT INIT THEN  GO SUB 20
00: GO SUB 1360
1319 IF M1=0 THEN  LET PRO=0: LE
T A1=INT (RND*M(3,T5)): GO SUB 4
010: GO TO 600
1320 IF L$="R" THEN  LET M1=0: R
ETURN
1321 GO TO 1317
1323 CLS : PRINT AT 6,0;"
": PRIN
T AT 7,0;O$
1325 PRINT AT 8,6;"YOU ARE ATTAC
KED BY:"
1330 PRINT AT 10,6;"A) ";M$(1)
1335 IF M1>1 THEN  PRINT AT 12,6
;"B) ";M$(2)
1340 IF M1>2 THEN  PRINT AT 14,6
;"C) ";M$(3)
1345 PRINT AT 15,0;"


          "
1355 RETURN
1360 REM  Fight or Run
1361 IF A$(LEVEL,POS)="7" THEN
LET L$="F": GO TO 1385
1362 GO SUB 550
1365 PRINT AT 17,10;"OPTIONS"
1370 PRINT AT 19,10;"F)ight"
1375 PRINT AT 21,10;"R)un"
1380 LET L$=INKEY$: IF L$<>"F" A
ND L$<>"R" THEN  GO TO 1380
1385 IF L$="F" THEN  FOR N=16 TO
 21: PRINT AT N,0;O$: NEXT N: GO
 SUB 2500
1390 IF L$="R" THEN  FOR N=16 TO
 21: PRINT AT N,0;O$: NEXT N: GO
 SUB 1900
1392 IF FLAG=1 THEN  LET FLAG=0:
 GO SUB 1300
1396 RETURN
1399 REM  Move
1400 GO SUB 600
1450 GO SUB 105
1452 IF A$(LEVEL,POS)>"2" THEN
RETURN
1455 LET T5=INT (RND*200)+1: IF
T5>4 OR (LEVEL=5 AND FN A(POS)=1
) THEN  RETURN
1460 LET AC=M(1,T5+8): LET DAM=M
(2,T5+8): LET M1=1: IF T5>2 THEN
 LET M1=2: IF T5=4 THEN  LET M1
=3
1470 LET T5=T5+8: GO SUB 1309
1495 RETURN
1499 REM  Report

1500 CLS : PRINT AT 2,9;"STATUS
REPORT";AT 4,0;"

          "
1520 FOR Q=1 TO 3: PRINT AT Q*4+
4,0;"Name    ";N$(Q);TAB 20;"L.Fo
rce ";F(Q);"%"'"Weapon ";D$(Q);T
AB 24;"A/C ";Z(Q)'"Armour ";E$(Q
): IF NOT F(Q) THEN  PRINT AT Q*
4+4,20;"  DECEASED  "
1530 NEXT Q
1560 GO SUB 9555
1570 GO SUB 500
1580 PRINT AT 8,2;"SPELLS KNOWN
! OTHER ITEMS"
1585 PRINT AT 9,0;: FOR N=1 TO 6
: PRINT TAB 1;N;"  ";T$(N);TAB 1
5;"! ";P$(N): NEXT N
1590 GO SUB 9555: GO SUB 500: RE
TURN
1899 REM  Run

1900 LET X=INT (RND*10)+1: IF X>
6 THEN  PRINT AT 18,6;"YOU CAN'T
 ESCAPE": LET L$="": GO SUB 9555
: RETURN
1905 LET POS1=POS+INT (RND*11-5)
+16*INT (RND*11-5): LET DIR=INT
(RND*4+1): IF POS1=POS OR POS1<1
 OR POS1>256 THEN  GO TO 1905
1915 IF A$(LEVEL,POS1)<"2" OR A$
(LEVEL,POS1)="B" OR FN A(POS)<>F
N A(POS1) THEN  GO TO 1905
1920 LET POS=POS1: GO SUB 600: L
ET FLAG=1: RETURN
2000 REM  Monsters Attack
2010 GO SUB 550: FOR N=1 TO M1
2012 IF D(N) THEN  PRINT AT 17,0
;"The ";m$(3 TO )'" sleeps on...
": GO TO 2030
2015 LET A1=INT (RND*(3-PRO)+1):
 IF F(A1)=0 THEN  GO TO 2015
2020 LET A=INT (RND*20+1): IF A>
=19-Z(A1) THEN  LET DAM1=INT (RN
D*M(2,T5)+1): PRINT AT 17,0;N$(A
1);AT 18,0;"has been hit": LET F
(A1)=F(A1)-DAM1: IF F(A1)<1 THEN
  PRINT AT 19,0;"and is dead": L
```

● continued ►



```
ET F(A1)=0: IF NOT F(1) AND NOT
F(2) THEN  LET PRO=0
2025 IF A<19-Z(A1) THEN  PRINT A
T 17,0;"The ";M$(N,3 TO )'"has m
issed ";N$(A1)
2030 FOR Q=1 TO 100: NEXT Q: GO
SUB 550: NEXT N
2032 IF F(3)=0 THEN  GO TO 9600
2035 PRINT AT 20,1;"DO YOU WANT
A STATUS REPORT?"
2040 IF INKEY$<>"Y" AND INKEY$<>
"N" THEN  GO TO 2040
2045 IF INKEY$="N" THEN  RETURN
2050 GO SUB 1500: IF NOT INIT TH
EN  GO SUB 1323
2499 RETURN
2500 REM  Players Attack
2505 FOR N=1 TO 3: LET B(N)=1: I
F N<>3 THEN  GO TO 2515
2510 GO SUB 550: PRINT AT 17,11;
N$(N);AT 19,6;"U)se an item";AT
20,6;"I)ncant a spell";AT 21,6;"
A)ttack with weapons"
2511 LET K$=INKEY$: IF K$<>"A" A
ND K$<>"I" AND K$<>"U" THEN  GO
TO 2511
2512 IF K$="I" THEN  GO SUB 3000
: IF K$="I" THEN  GO TO 2535
2513 IF K$="U" THEN  GO SUB 3500
: IF K$="U" THEN  GO TO 2535
2514 IF K$="Z" THEN  GO SUB 550:
 GO TO 2510
2515 IF F(N)=0 OR M1=1 THEN  GO
TO 2535
2516 GO SUB 550: PRINT AT 17,11;
N$(N);AT 19,0;"Which monster wil
l you fight?"
2520 LET K$=INKEY$: IF K$<"A" OR
 K$>CHR$ (M1+64) THEN  GO TO 252
0
2530 LET B(N)=CODE K$-64
2535 NEXT N: GO SUB 550
2600 FOR N=1 TO 3: IF F(N)=0 OR
B(N)=0 THEN  GO TO 2620
2602 IF U(B(N))>0 THEN  LET A=IN
T (RND*20+3): IF A>=19-AC OR D(B
(N)) THEN  LET DAM1=INT (RND*G(N
)+1): PRINT AT 17,0;N$(N)'"hits
the ";M$(B(N),3 TO ): LET U(B(N)
)=U(B(N))-DAM1: IF U(B(N))<1 THE
N  PRINT AT 19,0;"and kills it":
 LET U(B(N))=0: GO TO 2615
2605 IF U(B(N)) AND A<19-AC AND
NOT D(B(N)) THEN  PRINT AT 17,0;
N$(N)'"misses the ";M$(B(N),3 TO
 )
2615 FOR Q=1 TO 100: NEXT Q
2620 GO SUB 550: NEXT N
2625 LET L1=M1: FOR N=1 TO M1: I
F U(N)<1 THEN  LET M1=M1-1: LET
U(N)=0: IF N<L1 THEN  LET U(N)=U
(N+1): LET D(N)=D(N+1): LET M$(N
)=M$(N+1)
2630 NEXT N: IF M1=0 AND A$(LEVE
L,POS)>"G" THEN  LET A$(LEVEL,PO
S)="2": RETURN
2640 RETURN
3000 IF NOT S THEN  GO SUB 550:
PRINT AT 19,0;"You don't have an
y spells!": BEEP .75,4: BEEP 1.5
,-4: LET K$="Z": RETURN
3010 GO SUB 550: PRINT AT 19,0;"
Enter spell command word": INPUT
  LINE I$: FOR i=6 TO 1 STEP -1:
 IF I$=T$(I) THEN  LET S=S-1: GO
 TO 3030
3020 NEXT I: PRINT AT 21,0;"You
don't know that spell!": BEEP .7
5,4: BEEP 1.5,-4: LET K$="Z": RE
TURN
3030 FOR I=I TO 5: LET T$(I)=T$(
I+1): NEXT I: LET T$(6)=""
3040 FOR I=1 TO 8: IF Y$(I)=I$ T
HEN  GO SUB 550: GO SUB 3090+10*
I: FOR Q=1 TO 100: NEXT Q: LET B
(3)=0: RETURN
3050 NEXT I
3100 PRINT AT 17,0;"Who do you w
ish to cure?",,"1) ";N$(1),,"2)
";N$(2),,"3) ";N$(3)
3101 LET L$=INKEY$: IF L$<"1" OR
 L$>"3" THEN  GO TO 3101
3102 GO SUB 550: LET I=VAL L$: I
F F(I)=0 OR F(I)=100 THEN  PRINT
 AT 19,0;"You cast the spell but
 it has noeffect!": RETURN
3103 LET f(i)=f(i)+INT (RND*50+1
): IF f(i)>100 THEN  LET f(i)=10
0
3104 PRINT AT 17,0;N$(I)'"feels
better...": RETURN
3110 PRINT AT 17,0;"You cast the
 spell...": IF NOT M1 THEN  RETU
RN
3111 FOR I=1 TO M1: FOR Q=1 TO 1
00: NEXT Q: GO SUB 550: IF INT (
RND*4+1)=1 AND T5>2 AND T5<>7 AN
D T5<>8 AND T5<11 THEN  LET D(I)
=1: PRINT AT 18,0;"The ";M$(I,3
TO )'"falls asleep.": GO TO 3113
3112 PRINT AT 18,0;"The ";M$(I,3
 TO )'"is unaffected."
3113 NEXT I: RETURN
3120 IF NOT M1 OR T5<4 OR T5=7 O
R T5=8 THEN  PRINT AT 19,0;"You
cast the spell but it has noeffe
ct!": RETURN
3121 LET M1=0: PRINT AT 17,0;"Th
e enemy runs away!": RETURN
3130 IF NOT M1 THEN  GO TO 3135
3131 IF M1=1 THEN  LET L$="A": G
O TO 3134
3132 PRINT AT 17,11;N$(3);AT 19,
0;"Against which monster?  "
3133 LET L$=INKEY$: IF L$<"A" OR
 L$>CHR$ (M1+64) THEN  GO TO 313
3
3134 GO SUB 550: IF T5<>7 AND T5
<>8 AND INT (RND*4+1)=1 THEN  LE
T u(CODE L$-64)=0: PRINT AT 17,0
;"The ";M$(CODE L$-64,3 TO )'"di
es.": RETURN
3135 PRINT AT 17,0;"The spell ha
s no effect.": RETURN
3140 IF F(1) OR F(2) THEN  LET P
RO=1
3141 PRINT AT 17,0;"You cast the
 spell...": RETURN
3150 LET S2=S2-1: IF A$(LEVEL,PO
S+DY16+DX)<>"B" THEN  PRINT #0;A
T 0,0;"The spell has no effect!"
: RETURN
3151 PRINT #0;AT 0,0;"The transp
orter grid is        deactivate
d!": LET A$(LEVEL,pos+DY16+DX)="
C": RETURN
3160 LET S2=S2-1: IF NOT M1 THEN
 GO TO 3165
3161 IF M1=1 THEN  LET L$="A": G
O TO 3164
3162 PRINT AT 17,11;N$(3);AT 19,
0;"Against which monster?  "
3163 LET L$=INKEY$: IF L$<"A" OR
 L$>CHR$ (M1+64) THEN  GO TO 316
3
3164 GO SUB 550: LET u(CODE L$-6
4)=0: PRINT AT 17,0;"The ";M$(CO
DE L$-64,3 TO )'"dies.": RETURN
3165 PRINT AT 17,0;"The spell ha
s no effect!": RETURN
3170 LET S2=S2-1: PRINT AT 17,0;
"The fireball explodes!": FOR i=
1 TO m1: IF T5<>19 THEN  LET u(i
)=U(I)-INT (RND*100+1): IF U(I)<
=0 THEN  FOR Q=1 TO 100: NEXT Q:
 GO SUB 550: LET U(I)=0: PRINT A
T 17,0;"The ";M$(I,3 TO )'"dies.
"
3171 NEXT I: RETURN
3500 DIM J$(14): GO SUB 550: IF
NOT P THEN  PRINT AT 19,0;"You d
on't have any items!": BEEP .75,
4: BEEP 1.5,-4: LET K$="Z": RETU
RN
3510 PRINT AT 19,0;"Enter item y
ou wish to use.": INPUT  LINE J$
: FOR i=6 TO 1 STEP -1: IF J$=P$
(I) AND J$<>O$( TO 14) THEN  LET
 P=P-1: LET P$(I)="": GO TO 3530
3520 NEXT i: PRINT AT 21,0;"You
don't have one of those!": BEEP
.75,4: BEEP 1.5,-4: LET K$="Z":
RETURN
3530 FOR I=I TO 5: LET P$(I)=P$(
I+1): NEXT I: LET P$(6)=""
3540 FOR I=1 TO 5: IF h$(I)=J$ T
HEN  GO SUB 550: GO SUB 3590+10*
I: FOR Q=1 TO 100: NEXT Q: LET B
(3)=0: RETURN
3550 NEXT I
3600 PRINT AT 17,0;"Administer p
otion to whom?",,"1) ";N$(1),,"2
) ";N$(2),,"3) ";N$(3)
3601 LET L$=INKEY$: IF L$<"1" OR
 L$>"3" THEN  GO TO 3601
3602 GO SUB 550: LET I=VAL L$: I
F F(I)=0 OR F(I)=100 THEN  PRINT
 AT 19,0;"It has no effect!": RE
TURN
3603 LET f(i)=f(i)+50: IF f(i)>1
00 THEN  LET f(i)=100
3604 PRINT AT 17,0;N$(I)'"feels
better...": RETURN
3610 PRINT AT 17,0;"The vial exp
lodes!": FOR i=1 TO m1: LET u(i)
=U(I)-INT (RND*50+1): IF U(I)<=0
 THEN  FOR Q=1 TO 100: NEXT Q: G
O SUB 550: LET U(I)=0: PRINT AT
17,0;"The ";M$(I,3 TO )'"dies."
3611 NEXT I: RETURN
3620 IF NOT CAMP OR s=6 THEN  PR
INT AT 17,0;"You can't use it at
 present.": LET P$(P+1)=H$(3): L
ET P=P+1: RETURN
3621 LET T8=INT (RND*8+1): LET t
$(s+1)=y$(t8): PRINT AT 17,0;"Th
e spell on the scroll is"'x$(t8)
''"The command word for this spe
ll is ";t$(s+1): LET s=s+1: IF t
8>5 THEN  LET s2=s2+1
3622 RETURN
3630 LET P$(P+1)=H$(4): LET P=P+
1
3631 IF A$(LEVEL,POS+DY16+DX)<>"
F" AND A$(LEVEL,POS+DY16+DX)<>"G
" THEN  PRINT AT 17,0;"You can't
 use it at present.": RETURN
3632 PRINT #0;AT 0,0;"The key fi
ts the lock!": IF A$(LEVEL,POS+D
Y16+DX)="F" THEN  LET A$(LEVEL,P
OS+DY16+DX)="G": RETURN
```

```
3633 LET A$(LEVEL,POS+DY16+DX)="
F": RETURN
3640 IF A$(LEVEL,POS)<>"H" THEN
 PRINT AT 17,0;"You can't use it
 at present.": LET P=P+1: LET P$
(P)=H$(5): RETURN
3641 LET A$(LEVEL,POS)="I": PRIN
T AT 17,0;"You place the ";h$(5)
'"on the pedestal.": LET FLAG2=F
LAG2+1: RETURN
3650 PRINT AT 17,0;"You can't us
e it at present.": LET P=P+1: LE
T P$(P)=H$(6): RETURN
4000  IF A$(LEVEL,POS)="5" THEN
 LET A$(LEVEL,POS)=CHR$ INT (RND
*3+55)
4005 LET A1=CODE A$(LEVEL,POS)-5
5: GO TO 4011
4010 IF A1=0 OR A1>6 THEN  RETURN
4011 IF A1=-1 THEN  GO TO 4500
4012 INPUT INKEY$: PRINT #0;AT 0
,0;"You have found a ";h$(A1+1)
4020 PRINT #0;"Do you wish to ta
ke it?"
4021 LET i$=INKEY$: IF i$<>"Y" A
ND i$<>"N" THEN  GO TO 4021
4022 IF i$="N" THEN  RETURN
4030 INPUT INKEY$: IF p=6 THEN
PRINT #0;AT 0,0;"You can't carry
 any more!": FOR Q=1 TO 100: NEX
T Q: RETURN
4040 LET P$(P+1)=H$(A1+1): LET P
=P+1: IF A1=5 THEN  LET FLAG3=1
4070 IF A$(LEVEL,POS)>"4" AND A$
(LEVEL,POS)<"A" THEN  LET A$(LEV
EL,pos)="A"
4080 RETURN
4500 INPUT INKEY$: PRINT #0;AT 0
,0;"The chest explodes in your f
acesas soon as you try to open i
t!": LET a$(level,pos)="2": FOR
n=1 TO 3: LET f(n)=f(n)-INT (RND
*50+1): IF f(n)<=0 THEN  LET f(n
)=0: FOR q=1 TO 100: NEXT q: INP
UT INKEY$: PRINT #0;AT 0,0;n$(n)
'"dies.";: IF N=3 THEN  GO TO 96
00
4510 NEXT n: FOR Q=1 TO 100: NEX
T Q: RETURN
5000 INPUT INKEY$: IF A$(LEVEL,P
OS)="E" THEN  GO TO 5100
5010 PRINT #0;AT 0,0;"Who will d
rink?","1) ";N$(1),,"2) ";N$(2),
,"3) ";N$(3)
5020 LET L$=INKEY$: IF L$<"1" OR
 L$>"3" THEN  GO TO 5020
5025 INPUT INKEY$: LET I=VAL L$
5027 LET A$(LEVEL,POS)="E"
5030 IF F(I)=0 OR F(I)=100 THEN
 GO TO 5100
5040 LET f(i)=100
5045 PRINT #0;AT 0,0;N$(I)'"feel
s better...": RETURN
5100 INPUT INKEY$: PRINT #0;AT 0
,0;"The water is very refreshing
!": RETURN
6000 RESTORE 8094: FOR n=0 TO 13
5: READ X: POKE USR "a"+n,X: NEX
T n: RETURN
7999 REM  Set up
8000 DIM B(3): LET PRO=0: LET o$
="
   ": POKE 23658,8
8015 DIM F(3): FOR N=1 TO 3: LET
 F(N)=100: NEXT N
8025 DIM D$(3,14): DIM E$(3,14)
8030 DIM P$(6,14): DIM T$(6,4):
LET P=4
8035 DATA "HEALING POTION","VIAL
 OF FIRE","SCROLL","KEY","STATUE
TTE","CRYSTAL BELL"
8040 DIM H$(6,14): FOR N=1 TO 6:
 READ H$(N): IF N<3 THEN  LET P$
(N*2-1)=H$(N): LET P$(N*2)=H$(N)
8045 NEXT N: DIM G(3)
8050 LET S2=1: LET S=6: RESTORE
8055: DIM X$(8,14): DIM Y$(8,4):
 FOR N=1 TO 8: READ X$(N),Y$(N):
 IF N<7 THEN  LET T$(N)=Y$(N)
8055 DATA "Heal","SOTH","Sleep",
"TSUD","Fear","GERT","Stun","KRA
C","Protection","SHEE","Dispel M
agic","KEAR","Kill","MORT","Ligh
tning Ball","BOOM"
8056 NEXT N
8070 DIM M(3,12): FOR X=1 TO 3:
FOR N=1 TO 12: READ M(X,N): NEXT
 N: NEXT X
8075 DATA 7,7,5,3,2,2,5,5,2,4,4,
4,20,20,30,35,50,50,100,100,110,
40,35,30,0,0,3,3,3,3,0,0,3,0,0,0
8082 LET LEVEL=1: LET DIR=1: LET
 POS=153: LET CAMP=0
8083 DATA "A Skeleton","A Zombie
","A Wight","A Spectre","A Wrait
h","A Wraith","A Gargoyle","  GR
EKH the EVIL"
8084 DATA "A Balrog","A Ghoul","
A Ghoul","A Ghoul"
8085 DIM B$(12,16): FOR N=1 TO 1
2: READ B$(N): NEXT N
8086 LET E$(3)="Heavy Cloak": LE
T E$(2)="Plate Mail": LET E$(1)=
E$(2)
8088 DIM Z(3): LET Z(3)=9: LET Z
(2)=2: LET Z(1)=2
8090 LET D$(3)="Dagger": LET D$(
2)="2 Handed Sword": LET D$(1)=D
$(2)
8092 LET G(3)=20: LET G(2)=150:
LET G(1)=150
8094 DATA 0,16,32,126,32,16,0,0,
0,8,4,126,4,8,0,0,1,3,6,12,25,51
,102,255,255,255,0,0,255,255,0,2
55,128,192,96,48,152,204,102,255
,2,7,10,10,10,31,31,30,128,192,1
60,160,160,240,240,240,28,30,30,
31,2,2,2,2,112,240,240,240,128,1
28,128,128,0,0,73,127,127,51,6,1
0,248,4,244,252,248,248,40,80,0,
0,0,0,128,127,0,0,0,0,0,0,0,0,12
8,128,2,3,2,3,1,0,0,0,16,255,223
,255,227,197,9,17,252,255,255,25
5,255,9,9,18,128,128,0,0,0,0,0,0
8095 GO SUB 6000: PAPER 0: INK 7
8098 LET FLAG=0: LET FLAG2=0: LE
T FLAG3=0:: LET M1=0
8099 REM  Instructions
8100 BORDER 0: CLS : PRINT AT 1,
8;"INSTRUCTIONS"
8200 PRINT "You are to become th
e Tallyron  Court Wizard, from t
he story,   in search of the mag
ic crystal  bell that threatens
the kingdom."
8220 PRINT "As a wizard, you are
 not allowedto wear much armour
or carry    large weapons, but y
ou will be  able to find and use
 magic!"
8230 PRINT "The game is menu dri
ven and it  is only necessary to
 read the   screen prompts caref
ully."
```

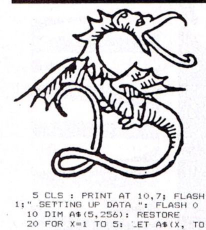


● continued ▶




```
8300 PRINT "When camped, you may
 save your  position. When this
is done, thewhole game is saved
making it   unnecessary to load
the originalversion beforehand."
8870 PRINT AT 21,0;"ANY KEY TO S
TART"
8880 IF INKEY$="" THEN  GO TO 88
80
8890 IF INKEY$="Y" THEN  GO TO 8
100
8895 PRINT AT 20,0;O$;AT 21,0;O$
8900 DIM N$(3,10): INPUT AT 0,0;
"Enter your characters name"' LI
NE n$(3)
8965 PRINT AT 20,6;N$(3)
8970 PRINT AT 21,6;"IS THIS CORR
ECT?"
8975 IF INKEY$<>"N" AND INKEY$<>
"Y" THEN  GO TO 8975
8980 IF INKEY$="N" THEN  PRINT A
T 20,0;o$;O$: GO TO 8900
8982 LET N$(1)="KARL": LET N$(2)
="MARC"
8996 CLS
8999 RETURN
9554 REM  Press ENTER
9555 PRINT AT 21,3;"PRESS <ENTER
> TO CONTINUE"
9560 IF INKEY$<>CHR$ 13 THEN  GO
 TO 9555
9565 PRINT AT 21,0;O$: RETURN
9600 REM  Lose
9605 CLS : PRINT AT 9,11;N$(3):
PRINT "COURT WIZARD OF TALLYRON"
''"YOU DIED WITHOUT COMPLETING Y
OURQUEST!": STOP
```

TALLRON DATA SETUP



```
   5 CLS : PRINT AT 10,7; FLASH
1;" SETTING UP DATA ": FLASH 0
  10 DIM A$(5,256): RESTORE
  20 FOR X=1 TO 5: LET A$(X, TO
16)="111111111111 11": LET A$(X
,241 TO )=A$(X, TO 16): NEXT X
  30 FOR X=17 TO 240: READ B$: F
OR Y=1 TO 5: LET A$(Y,X)=B$(Y):
NEXT Y: NEXT X
  35 CLS
  40 SAVE "MAP" DATA A$()
  50 PRINT '''''"REWIND TAPE AND
 PLAY BACK FOR   VERIFICATION"
  60 VERIFY "MAP" DATA A$()
  70 PRINT '"VERIFICATION O.K."
 100 DATA "11111","52436","22222
","22225"
 110 DATA "20K22","22122","12212
","52K22"
 120 DATA "22225","21222","11222
","11222"
 130 DATA "12222","143L2","11115
","11111"
 140 DATA "11111","1D21M","1JB11
","02211"
 150 DATA "11211","1112M","11211
","21121"
 160 DATA "J2111","20001","1K11M
","11111"
 170 DATA "1:111","1B21M","11111
","11111"
 180 DATA "11111","2K122","22122
","251L2"
 190 DATA "21021","25122","22215
","11121"
 200 DATA "01215","11221","J02L6
","21101"
 210 DATA "11121","11222","11155
","11111"
 220 DATA "11111","22605","12211
","12015"
 230 DATA "10211","12221","KK221
","12021"
 240 DATA "22212","12D12","22212
","22012"
 250 DATA "22211","21211","11101
","11111"
 260 DATA "11111","20122","212LM
","211D1"
 270 DATA "21112","2111D","20111
","11111"
 280 DATA "21211","11211","11211
","11112"
 290 DATA "120L0","21122","11122
","11111"
 300 DATA "11111","22;22","11KL1
","11261"
 310 DATA "21212","J1211","12211
","11512"
 320 DATA "25143","12112","55111
","21212"
 330 DATA "12221","22K22","111B2
","11111"
 340 DATA "11111","221B2","11152
","111;2"
 350 DATA "11112","21115","43111
","11112"
 360 DATA "22152","14312","22111
","21B12"
 370 DATA "11205","22211","1111G
","11111"
 380 DATA "11111","22112","11211
","21211"
 390 DATA "21211","112N1","11221
","11501"
 400 DATA "25120","12B11","12111
","22111"
 410 DATA "11121","22021","11122
","11111"
 420 DATA "11111","2J112","21011
","J2122"
 430 DATA "22122","22122","2D211
","2P112"
 440 DATA "31212","21012","21211
","20211"
 450 DATA "1112H","22221","11152
","11111"
 460 DATA "11111","22112","11211
","2<432"
 470 DATA "20216","1P112","1D210
","12112"
 480 DATA "2F01D","12112","12212
","22210"
 490 DATA "11102","22212","11112
","11111"
 500 DATA "11111","22112","11211
","12212"
 510 DATA "12212","12112","1D211
","1P212"
 520 DATA "21212","12112","12211
","22511"
 530 DATA "2112H","22211","11112
","11111"
 540 DATA "11111","22522","21121
","J1121"
 550 DATA "11111","11111","11111
","11111"
 560 DATA "01111","11111","11111
","11111"
 570 DATA "11101","12211","11111
","11111"
 580 DATA "11111","22243","22212
","22222"
 590 DATA "22222","22222","22222
","0BK22"
 600 DATA "62222","12222","12221
","122L1"
 610 DATA "12221","12225","11162
","11111"
 620 DATA "11111","11111","11111
","11116"
 630 DATA "11111","11111","11115
","11111"
 640 DATA "11111","11112","11112
","11112"
 650 DATA "11112","1111M","11112
","11111"
9995 STOP
9998 SAVE *"m";1;"t2 setup"
9999 VERIFY *"m";1;"t2 setup"
```

HOW TO COPE WITH TALLYRON

All you have to do is program in the main listing, SAVE it to tape, then type in the SET-UP program. You can SAVE this on the same tape AFTER the main listing, OR on a separate tape, and then RUN the SET-UP program so that it saves the data after the main program.

If you can't be bothered with all that typing remember that you can send off for our special C+VG/STAR DREAMS Tallyron II tape. Just send a cheque or postal order for £2.50, made payable to STAR DREAMS, (not C+VG) to Star Dreams, 17 Barn Close, Seaford, E. Sussex BN25 3EW.

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Please allow 28 days for delivery and don't forget to include your coupon with the order.

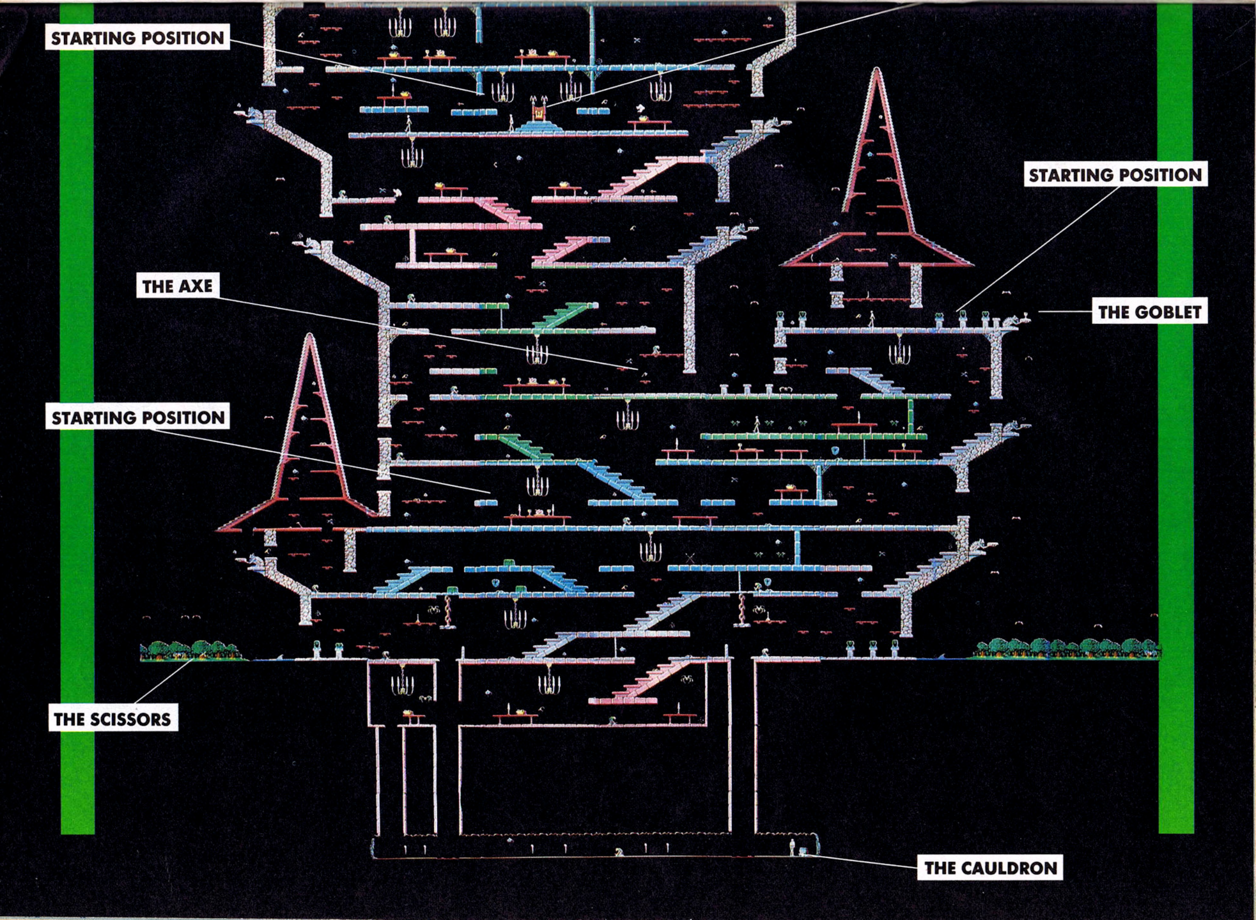
C+VG/TALLYRON II OFFER

Name ______________________

Address ______________________

____

Please send me ______ copy(ies) of Tallyron II. I enclose a cheque/postal order made payable to STAR DREAMS for £______


STARTING POSITION
STARTING POSITION
THE AXE
THE GOBLET
STARTING POSITION
THE SCISSORS
THE CAULDRON

TOLKIEN COMPETITION

TOLKIEN COMPETITION



Adventuring is Hobbit-forming! That's why *Melbourne House* are staging a mammoth Tolkien Month during July with special Hobbit events taking place in computer shops all over the country. They've even repackaged and revamped the adventure that started it all — Phillip Mitchell's original *Hobbit* adventure which was released an amazing three years ago! To help celebrate Tolkien Month we've got a very special competition with a very special bunch of prizes.

- **First prize winner in this grand Tolkien Competition is an exclusive *Lord of the Rings Hologram*, plus the *Lord of the Rings* adventure package, plus the new revamped Hobbit game, plus a selection of Tolkien's books!**
- **Six second prize winners will get a special *Tolkien 1987 Calendar* plus a remixed version of the new *Hobbit*.**
- **Then 100 runners-up will get copies of the new *Hobbit* adventure.**

To get your hands on one of these prizes all you have to do is identify as many of the characters you can in the C+VG Tolkien gallery. Heroes and villains all mixed up for you to identify.

Once you've indentified all the characters simply write them down on the coupon and rush it to *Computer and Video Games*, Tolkien Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is August 16th and normal C+VG rules apply. And Gandalf's decision is final — unless you want to end up looking remarkably like a frog . . .

C+VG/MELBOURNE HOUSE TOLKIEN COMPETITION

NAME ______________________________

ADDRESS ______________________________

____

The characters I've identified are: ______________________________

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Ace — it's the game that sets the pace when it comes to air combat flight simulators on the Commodore 64.

And now all you Spectrum owners can get a taste of the action as Cascade's conversion of the game takes off at your local software airstrip.

C+VG travelled to Cascade's Harrogate headquarters for a preview of the game. And, except for the sound, it's looking every bit as good as the Commodore version. The graphics are super slick and super fast.

The scenario is as follows: An enemy fleet has landed tanks, helicopter gunships and mobile surface to air missles. Enemy fighter squadrons are giving air cover. Your homeland is at risk.

Your mission is to destroy the invader using an A.C.E. Mark 2.1 Multi-Role, All Weather, All Terrain combat aircraft. From the remaining three allied bases you must attack and destroy the enemy on land, in the air and at sea. It's a tough task.

There are nine skill levels — from training mode to one which is so hard it's difficult to believe anybody could cope with it — one or two player game, summer, winter or night flying.

Weapons range from missiles — air to air, air to sea and air to ground — cannon and flares.

Enemy forces can be traced by referring to the aircraft's satellite intelligence map. You can then head for them and try to engange them in combat. But watch out. They're inclined to fight back.

There's no doubt you'll need quick wits, a cool head and fast reactions if you take on ACE.

And thanks to our friends at Cascade we're giving all you would-be air aces a chance to get your hands on a copy of the game by answering the questions printed below.

ACE is released on the following formats — Commodore 64, Spectrum Plus, C16 and VIC20. We've got five copies of ACE for each of the formats for the winners.

The next ten people will get a digital watch with a calculator. Can't be bad, can it?



Questions

1) The United States Aircraft Carrier Protection Interceptor, the F14 is better known as:
A The Phantom
B The Hornet
C The Tomcat

2) The Royal Navy Sea Harrier has a maximum speed of
A 500 mph
B 770 mph
C 1550 mph

3) The RAF flying helmet is known as
A Hard Hat
B Skidlid
C Bonedome

4) The Tornado is the fastest low level attack aircraft in the world. Its tree top speed capability is
A 900 mph
B 1200 mph
C 1600 mph

Send your answers with the printed coupon to ACE competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

C+VG/Cascade ACE Competition

Name ______________________

Address ______________________

____

____

Please indicate which computer you own
CBM 64 ☐ Spectrum ☐ Plus 64 ☐ C16 ☐ Vic 20 ☐

Spellbinding — that's the only way to describe Mastertronic's trilogy of games about the adventures of Magic Knight.

The eccentric knight's adventures have quite a following. IDEAS Central sent Big Red to visit ace programmer David Jones to force him — sorry, persuade him — that it would be a great idea for him to provide all his fans with hints, help and general advice on Spellbound and Knight Tyme.

KNIG

Spellbound involves Magic Knight in a mission to rescue his friend and tutor Gimbal the Wizard from the Mythical Castle of Karn.

Gimbal got into trouble while trying out some old spells to make his rice pudding taste even nicer. But because the spells had been badly translated from Very Ancient English to Slightly Ancient English, everything went wrong.

The result is that Gimbal and seven other people are now trapped in the castle.

Magic Knight promptly used his favourite teleport spell to arrive at the castle and try to resuce them.

Read the Crystal Ball every few minutes — there are a lot of clues to be had there and they will change as time passes.

When Magic Knight is not in the lift the Crystal Ball can also be used to locate characters.

It is useful to keep the Transporter Pad in the lift since Magic Knight will then be able to get to different floors quickly from almost anywhere.

If Magic Knight is dying fast through lack of energy then use the bottle of restorative fluid from the left most room of the roof garden.

Give this to Florin the Dwarf then take it back for full energy. It is useful to give it back to Florin again so that you will only need to take it from him when you need energy again later.

Before Magic Knight can command anybody he must fetch one of the objects shown on the cassette cover from the roof garden. (Wand of command right most room of the Roof Garden).

Once Magic Knight has dropped the Glowing Bottle and released the Banshee it is useful to command her to help. Banshee has a series of clues that will change in a similar fashion to the Crystal Ball.

Thor must be told to go to sleep or he will die of exhaustion. It will also ensure that he is fit and well to help you once you have found his hammer.

Lady Rosmar will help you later if you give her something to go with what she is carrying. She will help you in the room that you find that object. (Laser to go with fuse. It will then blast through the wall at the entrance to the secret passageway.

Samsun is a sporting chap and would like to have something decent to throw before he can help you with the object that he has. This requires the Javelin before he will help by throwing the lump of platform into the pit to act as a stepping stone.

Elrand Halfelven does not want or need the Saxaphone. There is some other instrument that he would like to use in connection with one of the clues in the Crystal Ball.

Elrand will not be able to help properly until Thor has done something to the tower regarding a clue in the Crystal Ball.

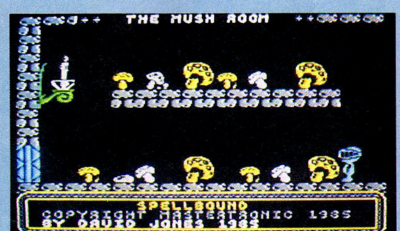
Stand in the Pool of Liquid to cast the Armouris Photonicus spell. It will then be safe to drop the Glowing bottle since all the light you need will be supplied by your glowing armour.

The Broken Glass caused by dropping the Glowing Bottle can be usefully employed with something that cannot otherwise be read. It acts

THE LIFT				
↑	← THE ROOF GARDEN —			
	THE TOWER	BEYOND THE TOWER	FURTHER BEYOND THE TOWER	THE BALL
	THE LIBRARY	DARK ROOM THE LITTLE BOTTLE	THE ODD BALL	
	THE MUSH-ROOM	THE GAS ROOM		
		SECRET TUNNEL ENTRANCE	GIMBAL'S SECRET STUDY	THE SEC TUN
↓	THE BASEMENT			

PLAYING AREAS
1 = ■ 2 = ■ 3





…GHT TYME

…OOM	THE TREE OF KARN	THE STALAG- MITES	THE BIG BOTTLE	
	THE START ROOM	THE L-SHAPED ROOM	THE PLANT ROOM	MORE PLANT ROOM
	THE WALL		THE GALLERY	
	THE SPARE BALL ROOM		THE TROPHY ROOM	
…ET …EL	MORE SECRET TUNNEL	THE PIT		THE MOST MAGIC ROOM

= ■ 4 = ■ 5 = ■ 6 = ■ 7 = ■ 8 = □



CONTINUED ►

64 BEYOND FORBIDDEN FOREST 64



as a magnifying glass on small writing on an engraved candle.

Magic Knight will need the Book Of Runes before you can understand the runes scratched on the RuneStone.

Before he can release Gimbal the Wizard he will need to find him! He is past the Secret Tunnel and on the other side of The Pit.

To release Gimbal cast the Crystallium Spectralis Spell. Details of which are included in the Ancient Scroll on the far side of The Tower.

Just for fun try taking Thor's Hammer away from him after Magic Knight has given it to him!

Thor will need his hammer before he can help fix the lift.

There is a smelly object in the Basement that should prove interesting.

The pictures on the walls are very important if you want to get a full 100 per cent.

A good luck charm must be in the same room as Magic Knight if he uses the Candellium Illuminatus spell to light the candle.

The Project Physical Body Spell is one of the most powerful spells that Magic Knight can cast in this game.

For it to work he must have something very magical that was broken and is now mended plus the Crystal Ball for location of the target.

The Crystallium Spectralis Spell must be carried out in the pressence of Gimbal the Wizard.

The Trumpet is very useful and so is the Laser. Magic Knight will need to light the candle if he wants to read all of the ancient scroll.

The wall must be weakened before it can be knocked down.

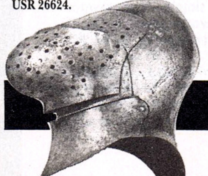
Lady Rosmar can help you get past a wall.

Some of the Background graphics are VERY important after you have cast the release spell, but you must take notice of what the Banshee has to say.

POKES

Infinite strength Pokes. These are POKE 36133,0 and POKE 27871,0

After adding these pokes to the BASIC loader you must also change the RANDOMIZE USR command in the loader to read RANDOMIZE USR 26627 instead of RANDOMIZE USR 26624.

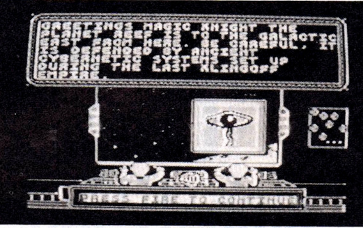


STORY CONT

After freeing Gimbal the Wizard from the Castle of Karn he is catapulted through time into the future and finds himself on a spaceship called the USS Pisces.

His mission now is to find his way back to his own time. To do this he must find the Tyme Guardians and a Tyme machine. But with 50 different planets to explore in the Spectrum 128K version of the game, it could take Magic Knight some time.

The following clues will help you get into the game and point the way to how it should be completed. Magic Knight will encounter three types of characters in the game. There are the droids/electronic beings, which are friendly and happy to obey; crew members will help but only if Magic Knight outranks them; the eccentric characters are unpredictable.



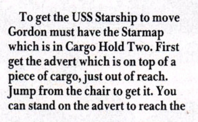
Magic Knight starts the game in the Transporter Pad of the USS Pisces. If Magic Knight asks Darby IV for help he will find out that he needs a valid identity card.

Remember to take off the cloak of invisibility first. A blank ID card is on the floor. Now go to The Bridge. Take the McTablets from Sarab. This will give Magic Knight strength. If characters will not obey, try giving them a couple of tablets. Get the instant film from Gordon.

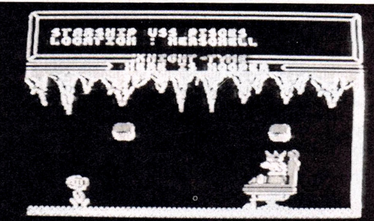
Now go to the Recreation Room and get the camera by jumping on the table.

Find a droid — S3,E3 or Klink — and give it the film, ID card and camera. Command it to help and FLASH your picture has been taken.

Now examine the droids to see what they are carrying. When you find a pot of glue use it to stick the photograph to the identity card. Don't forget to wear the ID. Crew members will now take notice of you.



To get the USS Starship to move Gordon must have the Starmap which is in Cargo Hold Two. First get the advert which is on top of a piece of cargo, just out of reach. Jump from the chair to get it. You can stand on the advert to reach the Starmap. Give the map to Gordon and command the ship to move.



Before Magic Knight can use the Transporter he must mend it, have some valid Transporter Coordinates to enter and be standing on the Transporter pad.

To fix the Transporter you must move the Starship to Starbase 1 (via Polaris) and Communicate to Request Overhaul Starship.

The Transporter will be fixed by the Overhaul Crew. Or request Gordon to help in the 48K version and he will re-route the control circuits under the guidance of the Overhaul Transporter on Starbase 1.

If you then request help using the Communicate command when at Starbase 1 you will see some Transporter Coordinates to use.

Note that you can't beam down to every planet you come across and you can only beam down to the one that you are orbiting at any time due to the distance limitations of the Transporter Beam.

The Advert is useful in this game.

Take care not to run out of fuel. Certain planetary locations will supply you with a full tank, others may still be waiting for their fuel delivery, and others may just not want to help you anyway.

For working out your planetary destinations you will need to construct a map of the game.

Useful objects at Starbase 1 are as follows:

Boots — useful for getting past some security systems.

Bag of Runes — good for casting spells.

Bag of Potatoes — not really useful but try giving them to Murphy.

Mirror — shows the objects Magic Knight is carrying.

Quark Bomb — good for destroying planets. Stand on advert to get it.

Now go to the Planet Reef and blow it up using the bomb to give Magic Knight access to the next galactic sector. Remember the droids can be very helpful and unbelievably self-sacrificing. That's important if you don't want to blow Magic Knight up!

Without giving too much away, you might find it useful to visit Spica and Fermous. Plinkit is handy for fuel.

You'll find the Tyme Guardians at Outpost. They will have the time machine. But first you must find the Golden Sundial of Alpha, which is their symbol of authority. It's split into three pieces. Try visiting Murphy's Moon and Hooper's Asteroid to find the pieces.

ENDS HERE ◄







Killer Tomatoes Competition

Salads will never seem the same again. Is that bright red tomato nestling in the lettuce really what it seems to be, or is it a killer tomato?

Name ______________________

Address ______________________

____

____

My nomination for the Worst film is

____

My reason is ______________________

____

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____

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That's the sort of question you should be asking yourself if you've played Global Software's tasty new game *Attack of the Killer Tomatoes*, which chronicles the trials and tribulations of Wimp Plastbott trapped in the PuraTom processing plant.

The game's title is taken from a film which was once voted "The Worst Vegetable Movie of All-Time".

And Global is planning to release more games based on silly films. So watch out for *Curse of the Mushroom People* and *The Wild Women of Wongo!*

And thanks to Global, C+VG is able to give you the chance of reading about the worst movies of all time.

We've got ten copies of The Golden Turkey Awards to give away as competition prizes. This hilarious book covers more than 400 films which are quite rightly described as the worst achievements of Hollywood.

To stand a chance of winning is simple. What we want you to do is tell us what film you would award the C+VG Golden Turkey Award and, in not more than 30 words, why.

Send your nomination to Global Software Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is August 15th and the editor's decision is final. Don't forget to send the coupon printed.

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C+VG ADVENTURE

NEWS

While rummaging about among the debris in his IDEAS Central penthouse, C+VG's ace adventurer Keith Campbell uncovered a copy of The Frobozz Daily Grues. Through the miracle of timewarp transference the paper included a big feature on Infocom and Brian Moriarty — and strangely enough his newest bit of interactive fiction, called Trinity. And as Keith fancied a bit of a holiday in IC's special staff leisure complex we decided to reprint the entire issue this month. Your free Frobozz Daily Grues starts on page 78.

MASTER OF THE UNIVERSE

Watch out for a block-buster release from US Gold/Adventure Soft**, in time for Christmas. Five** Master of the Universe **adventures are on the way. Four of the titles will be on a budget label at £2.99, while a "very special", highly animated adventure, will be a "full-price" game. Artwork will be by** Stefan Ufnowski**, and book by** Mike Woodroffe.

A NOVEL IDEA

Mosaic Publishing has announced a Dick Francis **game,** Twice Shy**, due in the autumn, and currently being written by** Ram Jam.

This will be a two game package, consisting of an adventure and a betting game. Separate games, playable independently and not requiring completion of one to proceed to the next, each will hold subtle clues that give help in the other.

SAVAGE ISLAND CONVERSIONS

Conversion of the original Scott Adams **series is continuing, with** Savage Island **parts 1 and 2 currently in production for Spectrum, Commodore 64, and Amstrad. The conversions are by Adventure Soft.**

EAST ENDERS COMPUTER GAME

Another Lever-Jones **spoof is on the way from** Melbourne House. **Already in the *Quill* stage, this one will involve an East End bank robbery, in which the player gets mixed up with a bunch of small time crooks.**

ROBIN OF SHERWOOD

There WILL be another Robin of Sherwood **adventure, promises** Mike Woodroffe. **Recent technical difficulties with the licence, originally held by Adventure International UK, have been resolved. The licencing deal has now been taken up by** U.S. Gold.

VALKYRIE II

Ram Jam **announce that the long-awaited** Three Days in Carpathia **will NOT be the sequel to *Valkyrie 17*, as adventurers had originally been led to believe. Instead,** Valkyrie 2 **will take the player from where he left off in the Glitz Hotel.**

MAILBAG

● Being a person of discerning taste and great wisdom, I have just read the June issue of *C+VG*. There are two points I would like to put to you:

(1) Couldn't you quietly shove the comic strip out of the mag to make the adventure section longer?

(2) Why don't you give John Yeates a job? He's been round since the beginning (more or less) — surely he could shove in a couple of reviews?

Ian Urquhart,
Edmonton

Keith's reply: The editor won't have any of it! Seems he has a personal need of those comic pages, although *I would have thought the paper was too shiny!* (You're fired Campbell! Anyway I always use little labradors . . . Ed) And talking of John Yeates . . .

● Instructions are frequently totally inadequate in adventures. They should have complete verb lists, including synonyms. The nouns should not be listed, as this gives the game away.

The best solution to the noun problem goes like this: "Lying on the ground is a suit of armour (ARMO)" Note the bit in brackets — that's what the program recognises it as. It doesn't take much RAM to add a routine to print data that's already there, and you know it's "armour" and not a "suit".

Instructions should give hints on getting started, a good idea of the plot, and ideally an offer of a help sheet. They should have a background story, rough maps (like the one in *Bored of the Rings*) and should be humorous if the plot demands this.

Larry Writesloonyletters
(alias John Yeates).
Jersey

Keith's reply: Hear hear! Here? What's up? This letter was quite sensible! You're losing your looneyness!

● I first wrote to you about 18 months ago. Then again about six months later, with clues, and an interesting point that people should vote on their "favourite endings". I hoped I might get an almost legendary t-shirt. It didn't happen.

Then I came all the way from my little village west of Swansea, to the concrete metropolis of London, especially to see YOU at the PCW Show. You were not only very tall — I'm about 6 foot and I had to look up! — but you spent minutes of your valuable time to talk to me about *Sorceror of Claymorgue* Castle, and you were a very, very, very, friendly likeable bloke, not a snotty nosed journalist earning about a squillion pounds.

I found the adventures awarded at the Golden Joysticks very strange. I rushed out and bought *Red Moon* when Simon Marsh reviewed it, and I was severely disappointed. The game was not enjoyable to play, the graphics lousy, and the point off for every saved position a mistake.

It was as if the plot and enjoyment of the game was thrown out of the window to make room for one zillion word vocabulary, two squillion locations, and technical perfection.

I also bought *Worm in Paradise*, which turned out to be more disappointing than Red Moon. Nowhere near as good as *Lord of Time*, let alone *Snowball*, which is the best cassette based adventure ever.

I know I sound like someone who just likes a good moan, it's just that I don't want to see such a good company as Level 9 go down the dumper.

Gareth William,
Dunvant, Swansea

Keith's reply: It's only the squillions we earn that keep us journalists so likeable, Gareth! The joysticks go to the choice of game made by the readers, and that's the one they voted for! Get ready to crane you neck again — see you at PCW, in your new t-shirt!

● I read your so-called 'review' of *Ultima IV* — what a disappointment. It was under rated by at least 3 marks! The screen shots all showed the opening sequence, misleading the casual reader into thinking it is just another graphic adventure.

Paul Exley,
Bury

Keith's reply: I played into the game proper, and found it quite reasonable! But "Personal Rating" means what it says. As Excellent game as it is — it simply is not my personal favourite type of adventure.

ADVENTURE HELPLINE

PLEAS FROM THE HEART!

Martin Ward of Farnborough, is desperate. He's not a bad chap. He earns a living (just), helps old ladies across roads, and listens to **Heavy Metal**. Not only that, he has got a decent computer — a TRS-80 Model 1 that has outlived many a younger burnt-out Spectrum.

The trouble is **Asylum 2**! What use is the hypochondriac, and the stethoscope? Is the anomaly in his map real, because he can't get it to fit? Surely someone out there has this insane game licked?

Calling **Castle of Terror** addicts who can't kill Drac! You should be in for a treat next month. A special plea has gone out to **Steve King**, of Poole, who has completed the game. . . Meanwhile, Steve, in his turn, is anxious to discover the significance of the fire station, how to turn off the electric fence, and how to talk to the gypsy. He is stuck, **Upper Gumtree**. Who can help him out?

Same game, but this time, how do you put out a bomb, and how do you get gloves from Wally? **Jason Etherington** of Harlow wants to know, but I suspect the gloves could be useful to Steve, too.

MORE gold? A bit greedy, isn't it? Most adventurers would give their right arm for just SOME gold. Yet here's **Paul Gray**, up in Chester-le-Street, playing **Souls of Darkon**, and after a second helping! He's also plotting the demise of the skeleton in **Sinbad**, with little success.

Mr. West of Holdbeach (first names please!) joined the party, but they won't let him inside some of the rooms down at HQ. Who can help this Worm find his Paradise? And when you've done that, he's also after some ideas as to what to do about **Robin of Sherlock's** tax collector! I'll bet there's plenty of suggestions about that one!

Andrew Brittain of Stoke-sub-Hamdon is slipping! He is on some slimy steps, and urgently needs to get a grip of things! **Adam Mawdesley** is stuck in jail, without rum. **Dale Turpin** and his mates are going round and round in circles in a forest. No wonder the game is called **Causes of Chaos**!

Entering the tower to exchange a real diamond for a fake one, hardly a cause worth dying for, one would think, is costing **Mr R. Batham** his life. He's on the **Diamond Trail** — is anyone else?

NIC NIC NIC! OK — it's the shrubbery that's required, but how do you go about it, without ending up as bathsalts? A few clues on **Pub Quest** wouldn't come amiss, either, to help **Daveid Stinson**, who's just passed the rats in the sewers, but his torch keeps going out!

A bullet in the back is not a nice way to finish an adventure, but that is all **Jim Boyle** of Hamilton seems to get every time he tries to pass the motorway roadblock in **Ground Zero**.

Carl Young wants an axe! **The Souls of Darkon** woodman wouldn't take any notice of him, so he killed him, and the axe disappeared! AH! Here's a clue just come in — look in the upside down section, Carl!

It may sound a trifle kinky, but **John Norris** of Altrincham is seeking a female Gelfling. 'And are the landstriders the key to finding the castle?" asks John, because at present, he can't get near to them, in **Dark Crystal**.

Mark Barnfield of Chelmsford is living on **Borrowed Time**. He wants to see the doctor, but the nurse ignores his requests, and orders him to leave. Naturally he would dearly love to know the combination of the lock on the shed in the park. What's the betting that THAT is where all the lady Gelflings are hiding!

SIGNING OFF

"WHY do you always sign yourself 'Yours Adventurously'?" asks Geoff Hale of Barcombe a frequent writer to the Helpline.

Because it's printed on the cards, Geoff — that's why! For a short season only (due to a purchasing error!) I have taken to using blue instead of black ink for my replies. So while stocks last you will be able to clearly see the difference!

Jason Nicholls recently bought **Earthbound**, a quilled adventure marketed by **Doubleplay**. Whilst playing; he got his fingers in a twist, and accidently typed in a rude word.

"To my disgust, the message "and you, you foul mouthed ba***rd' came on the screen. My Mum was watching, and was totally shocked. She couldn't believe that this was allowed."

Jason goes on to describe another insulting message, and says his Mum won't let him play **Earthbound** again, in case there is more foul language in it.

Now, I'm no disciple of the Whitehouse philosophy, but I do think it's one thing for a game to give you a wink and a nod that it understands a naughty word that YOU have entered, but quite another matter for a game to use foul language to abuse its customer. **Earthbound** is now blacked by this column.

Remember **Gunnlaugur Briem**, the Icelander with no address? Well, he really does have one, and wrote to apologise for forgetting to include it. Now we will be able to write back to him!

Just for good measure, Gunnlaugur sent a photo to show what effect **Robin of Sherwood** had on him! Gunnlaugur who is ten sent an immaculately typed letter, in perfect English. That deserves a t-shirt.

Isn't it surprising how many people get stuck in an adventure and blame it on the program? "Is my tape faulty?" is a common cry! Nine times out of ten, a bit of lateral thinking is all that is needed. But this month, the question takes a new twist!

"Thank you for the t-shirt,' writes **Andreas Schnodewind**, "But why don't I look like the man in the advert when I wear it? Is my t-shirt faulty?"

James Carter of Leyland is not happy about **Twin Kingdom Valley**! He found the absence of a SAVE option totally unexpected, and due to the ease with which it is possible to get killed in the adventure, feels it will be extremely difficult to complete.

Of course, at £2.99 it is easy to argue it is a cheapie. However, **Firebird** are knocking out **Seabase Delta** for £1.99, with a tape AND a RAM save. Surely a re-release of a popular oldie is worth bringing up to date, **Bug Byte?**

QUESTION TIME

Your letters, and with them, problems and clues, have been coming at us thick and fast. We love reading them, and sometimes even get a feeling of smug satisfaction when we get a pat on the back!

But as well as the huge numbers of letters, Steve Donoghue was amazed when he started writing **Helpline** replies.

"You know, it never ceases to amaze me what adventurers can cram into a letter. There they lie, innocent letters, about two notepad pages long, but contained within them are pleas for answers to 167201 different questions. That's just ONE letter!" says Steve.

Therein lies a problem for us. We don't mind the lone letters — they are interesting! But if you include TOO many questions, and spread them across a wide range of games, your letters take much longer to answer.

So to get a reply off to as many people as possible, in the shortest time, we tend to leave the complicated ones till last, and get on with replying to the more modest pleas first.

The coming few weeks are a particulary difficult time of the year for us. During the holiday period, it seems, people lay on the beach lapping up the sun, and daydreaming about all the past year's outstanding problems. As a result, our mailbag almost doubles overnight for a month or so. We've been known to get letters postmarked USA, with home addresses in the West Midlands, and postmarked Ilfracombe from residents of Scotland!

The trouble is — we like to take our holidays in July and August, too, and immediately afterwards comes the PCW Show, with the 'live' Helpline. So we have less time available in which to get an increased number of replies out.

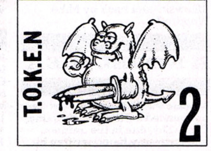
What all this is leading up to is this special plea from the Helpline team.

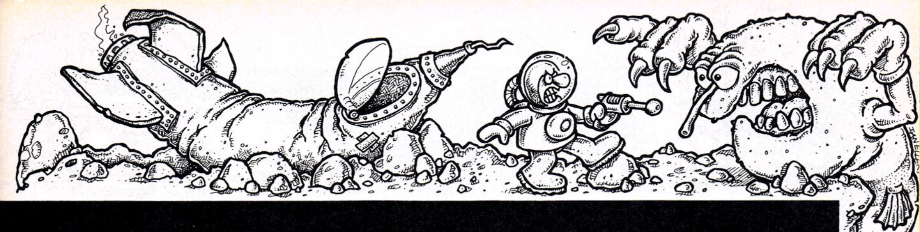
Please bear with us if you write during the next couple of months. And try to help us out, by not combining too many different games into one letter!

HELPLINE PHONE-IN

No — not the **Adventure Club** phone service, but **Clive Bull's** Sunday afternoon show on LBC — the London commercial radio station.

Back in March I was invited to





take the Helpline along to the studios of LBC, to see how a live phone-in would work.

Armed with the database and **Jim Douglas**, I struggled through a network of twisty passages and dead ends, just off Fleet Street, twisting an A-Z guide to align with the compass, while Jim did the LOOK AROUND bit. It was an adventure in itself, but eventually we made it with just a minute to spare!

Down in the studio, we nervously donned earphones, and waited to see if any listeners would phone, and what they might throw at us.

Ring they did! The switchboards were jammed with calls! So heavy was the response, that we were invited back in May. This time, however, I felt rather redundant — I took the dreaded **Coppings** along! Paul took over completely at one stage, with all the answers to **Lord of the Rings**, and a **Savage Island** clue or two for good measure. He confessed afterwards: "I was terrified!"

We could be back now and again. So if you can receive LBC the time to tune in is 3.30pm on a Sunday.

ADVENTURE CLUES

ADVENTURE CLUES

Help with the clues this month, comes from: Gareth Williams, Dunvant; G. Ellard, Leigh-on-Sea; Matthew Willie, Catterick Garrison; Chris Gunning, N. Ireland.

BORROWED TIME
Burned your hands? Try the doctor's desk.

GREMLINS
Leave the bedroom immediately, and return with a weapon from the kitchen. If you can't drive, then welding will make sure others can't!

HULK
You won't have the knowledge to tackle the egg or ring, until you have spoken to your doctor.

THE PAYOFF
A spray stops the noise, a stool helps to reach it!

SORCEROR OF CLAMORGUE
Permeate the crate for information purposes only!

HEROES OF KARN
Your first hero can open this with a bit of leverage.

FANTASTIC FOUR
Make your throw a hard one, or it will simply fall back!

ESCAPE FROM PULSAR 7
To get into the air vent — JUMP!

THE PEN & THE DARK
Examine the Pen before visiting Dr. Courtney's Office. Falling rocks help with gravity, thermometers help with temperatures. Be sure to wrap up warm!

MORDON'S QUEST
For more power, 'count' the hay in the barn.

EUREKA ROMAN
Wait on the road by the army camp until nightfall. Enter unit tent, and unlock what you find with the key from the stream.

LOST CITY
Operate the drill to get through the rockfall.

THE PAWN
Two tools together, help with the heavier ground work. A push in private, and the floor is yours!

LUCIFER'S REALM
Try killing Booth, and then go the other way!

SOULS OF DARKON
Give him the axe!

STAMPS FOR CHARITY

Once again, the stamps from all the Helpline mail envelopes have been carefully saved. Recently, a bulging C+VG carrier bag was deposited with the Anglia Building Society, who donate them to raise money for the Save The Children Fund. So you'll know, when you write to the Adventure Helpline, that you will also be helping a good cause. The next bag is filling up fast.

THE FIEND — PROMISE

"Send me a t-shirt, and I'll send you a picture of myself wearing it," promised the **Fiend of Faringdon.**

I was aware of the obvious pitfall, but I sent one, nevertheless. And Fiend replied: "Well, the waiting is over! You must have been a bag of nerves, wondering when and if I would keep my promise.

"Well, I am nothing if not honest, and the picture is enclosed. It was drawn by my Fiendette. She has a way with colours, don't you agree?"

So at last we know one striking fact about the Fiend, at least! He has GREEN hair! Fear not, readers — he WILL be unmasked one day!

FANTASTIC BUG

Early Spectrum copies of **Questprobe 3, The Fantastic Four**, have a bug which prevents a game position from being saved. Subsequent copies, now in the shops, have had this problem corrected. If you have a Spectrum copy of the game, check it for the SAVE GAME command. If it doesn't work, you should ask your dealer for a replacement, or, failing that, return the tape to **US Gold.**

SUPER-SLEUTH RETURNS

Remember **Paul Cunningham**, who with his brother, was the first to solve the murders in Sherlock? Well, after a few reminders, Melbourne House came up with his promised copy of **Lord of the Rings.**

Needless to say, Paul has completed the game, polishing off part 1 in four days, and part 2 in three.

Now's the time to start bashing away at all those unsolved adventure problems! Why? Because it's time to enter C+VG's Adventurer of the Year Competition. Full details next issue! Don't forget the token.

REVIEWS/1

BLACK CAULDRON

● **Supplier:** Sierra On Line/Mirrorsoft
● **Machine:** Atari ST
● **Price:** £29.95

Black Cauldron is based on the Walt Disney film of the same name. There are seventy screens in sixteen colours, with built in arcade sequences and mazes. Music from the origninal score also crops up throughout the game, as well as many sound effects.

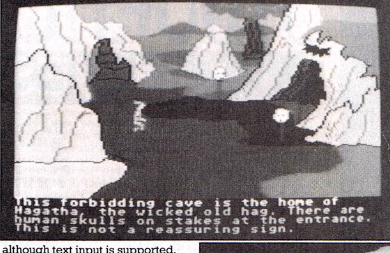
As Taran, an assistant pig keeper, you start off by your cottage. A goose honks about the yard, and a goat proves troublesome, approaching you and insisting on playing tag. Hen Wen, your favourite pig, is grubbing around in its sty. The yard is alive with animated creatures, running around and making noises.

Your first job is to feed Hen Wen, and to find the food some looking around inside the cottage is necessary. Once fed, make sure you follow the pig, and something magic will happen, setting you into the game proper.

Without this early action, further exploration will not lead to much.

Your journey takes you through forest and swamp to a castle wall, where the guards are throwing boulders down. Unless, of course, something nasty happens to you before you get there!

There is a text commentary, and



although text input is supported, no words seem to be recognised. Instead, commands are limited to DO, LOOK and USE, selected from an icon menu.

As well as joystick or keyboard, the ST's mouse may be used to control the game. By dragging the cursor in the direction of movement required, and clicking the left button, Taran can be made to change direction.

Clicking the right button pauses the game, and displays the command-icon window. To USE an item, its icon must be selected from the STATUS screen, before issuing a USE command in the command window.

The puzzles are not quite adventure-type puzzles; nevertheless, quite a bit of thinking is needed to work out what to do. The package, illustrated with original Disney artwork, has an illustrated glossy handbook built-in, giving you the background story, and playing hints.

Altogether a very clever and varied game, with some outstanding Disney style graphics.

● **Vocabulary**	n/a
● **Atmosphere**	8
● **Personal**	8
● **Value**	8

Keith Campbell



KINGS QUEST II

● **Supplier:** Sierra On Line/Mirrorsoft
● **Machine:** Atari ST
● **Price:** £29.95

You play the part of King Graham, and are charged (by the magical appearance of your predecessor, King Edward) to find a wife to bear you an heir to the throne of Daventry.

In your journey, Graham is moved around with the aid of a joystick or control keys, over a bright and colourful cartoon style landscape.

A little difficult to control, sometimes, Graham has the ability to move behind or in front of objects such as trees and rocks.

Each time Graham reaches any edge of the screen, a new picture loads from disk, and he moves on to the next "location". There are plenty of them too — it is a big game.

What takes it out of the usual run of arcade adventures, is that it also accepts text input. Thus, when you get to Grandma's house, you type OPEN DOOR, and the picture responds accordingly. If you push poor old Graham into the sea, SWIM is advisable, if you would prefer him not to drown.

The parser accepts multiple word commands, and there is a text commentary which scrolls below the picture. Many other characters appear in the course of the game, and you can talk to them.

However, TALK TO . . . is about the limit of your own conversational powers. The TAB key takes you to a text SCORE and INVENTORY screen. The potential top score is 185, with points being awarded fairly sparingly in ones and twos, for performing certain deeds.

As well as Graham himself, there are many other pieces of animation in the graphics. Fish leap in and out of the sea, the Witch Hagatha stirs her cauldron over the fire . . . All this, and sound effects too! For example, the church bell can not only be seen swinging, you can hear it ringing too!

Running on an Atari ST, it is not necessary to have a hi-res monitor. The game displays quite clearly on a TV set, using the STM version of the computer, and the text, which scrolls below the picture, is in a comfortable to read 40 character mode.

Sierra describe *King's Quest* as 3D animated adventure, and certainly their claim — that it represents a totally new approach to computer adventuring — is true. Well, almost, for a similar technique was used in *Zim Sala Bim,* from Melbourne House. The Sierra implementation runs on more advanced hardware, and is streets ahead of Bim and its genre. so it ought to be, too, at £29.95!

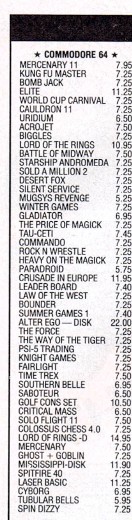
The plot, and cartoony style graphics, make **King's Quest** very suitable for the 8-11 age range.

● **Vocab**	7
● **Atmosphere**	7
● **Personal**	5
● **Value**	5

Keith Campbell



MAIL-SOFT



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THE SNOW QUEEN

An unusually intriguing illustrated text adventure

Program by St Bride's

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SEABASE DELTA

● **Supplier:** Firebird
● **Machine:** Commodore 64, Amstrad, Spectrum 48K
● **Price:** £1.99

You're Ed Lines again, that punny reporter, who having completed *Subsunk* by sending the message, had it intercepted by enemy agents. Using a mysterious magnetic force, they have dragged the sub into an undersea base. You must locate a mini-sub to escape, but also unravel the secrets down below. Will you ever get back to file your story?

Right at the start you are standing by a corpse with a briefcase — shades of *Mission Impossible!* No tape recorder here, though, but a quick frisk does no harm, and soon you learn of a plot involving a missile to be fired from the base.

Time to explore, now, and you soon discover how to operate a railway linking different parts of the base. Travelling is a rather laborious affair, involving fastening and unfastening your seatbelt, with an enforced delay whilst a commentary on the journey is displayed. This is a time waster, and as visits to a number of stations are involved, becomes very tedious.

The technique of delayed response is used quite often, and is even more annoying when you are trying to reach a table over a slippery floor. This problem calls for many attempts, both by way of vocabulary and ideas, and becomes very frustrating.

The vocabulary is sparse and, in particular, I had great problems in operating a switch, positioned to the right, and clearly marked LEFT and RIGHT. Eventually PUSH SWITCH turned out to be the clue to operating it.

There is plenty to explore, for apart from station platforms that have no exits, and seem to exist solely for the purpose of housing an object, there is a complex of passages and rooms on a number of levels, at the end of the journey. But can you get back!

This is a graphic adventure. Most locations are preceded by a full screen picture, quite detailed and colourful, and reasonably fast to draw. These are only displayed at the first entry to a location, unless you LOOK.

Quite a reasonable little adventure, a bit of fun, albeit rather lacking in atmosphere appropriate to the situation. A snip at £1.99

● **Vocabulary** 4
● **Atmosphere** 5
● **Personal** 4
● **Value** 9

Keith Campbell



A NEW RATING

A good game will generally achieve a high personal rating, irrespective of its price. However, advanced games, such as Infocom adventures, and Magnetic Scroll's *Pawn*, may rate 10 alongside a good cheapie. This does not reflect the overall quality of the package, taking into consideration the advanced techniques of parsing, and of the hardware on which it runs. It might be that the really top games are vastly overpriced, the really bad ones a snip. So to reflect the inescapable differences in size, technique, and technology, and to take account of price, we have introduced a VALUE rating, whose appearance you may have noticed in the last issue.

THE SLAVE

● **Supplier:** Gregory Software
● **Machine:** Atari: disk, £19.95
● ***Available by mail order only from. Gregory Software, 8 Agard Street, Derby DE1 1DZ***

The *Slave* claim to fame, apart from being British, is that the resulting adventure is not limited by the memory size of the machine it runs in. The bulk of the data remains on disk, and is accessed as needed by the program.

The *Slave* comes on one double sided disk. Side one contains the creator itself, and side two, the now extinct Atari DOS 3, and without them your masterpiece cannot be compiled into the finished article.

On booting up the disk, you're presented with a menu, from which you go on to the various sub-programs which take some of the hard slog out of creating your adventure.

I say 'some' because no utility can hope to create an adventure without a little application of brain power.

First and foremost comes the writing down on paper of the concept which will eventually become an adventure. I drew up a small map, and added a few objects and problems.

The next task is to enter text messages. These cover location and object descriptions, replies to examining an object, and messages resulting from an action in the game. As you create each description, you have a whole screen to work on.

As you save each description to disk, a status line keeps track of how many sectors you have used, and information about the contents of each of the files are displayed, so you can tell where you're up to.

Next the locations are linked with the Exits editor. As the name suggests, here you inform the editor of the legal exits, and where they lead to.

The process now becomes harder, in the flags editor. Flags are used to keep track of what is happening while you play the game.

For instance, if you've found a key and unlocked a door, the flag assigned to the door would be changed, so you won't have to unlock it every time you go through.

Setting the flags correctly, and making sure they are updated properly during the game, requires a lot of careful thought.

Now the adventure must be given a vocabulary by creating two Basic program files, one for verbs, the other for nouns. All you have to do is to type the words in as Basic DATA statements. Each line holds a group of words of similar meaning.

Now some code in SAL must be written. SAL (Slave Adventure Language) is what interprets the commands, and acts accordingly. It moves the player from place to place, checks to see what's been done, and issues messages as play progresses.

Because SAL is a language, it has its own commands, resembling a cross between Basic and 6502 Assembly Language. This is by far the hardest part of the adventure creating sequence.

All that remains is to arrange your files on to a fresh blank disk, and use *The Slave* once more to compile them into machine code.

Slave is a good program. As far as creating an adventure is concerned, it has its own commands, resembling a cross between Basic and 6502 Assembly Language. This is by far the hardest part of the adventure creating sequence.

All that remains is to arrange your files on to a fresh blank disk, and use The *Slave* once more to compile them into machine code.

How good is *The Slave?* As far as creating an adventure is concerned, it does remarkably well. Just about every possibility and option likely is covered, including adding sound a title screen, and game save and restore.

Unfortunately, it does fall down in two areas. Firstly, if you can't program in Basic to begin with, the *The Slave* is not for you. SAL is not an ideal way to learn.

This brings me to my second gripe — the documentation. The manual supplied with my copy was not the final version; even so, there were some glaring ommissions which cost me a lot of time in trying to figure out where I was going wrong.

Even so, if you can live with that, and have plenty of imagination and time, then the *Slave* is for you.

● **Ease of use** 7
● **Documentation** 5
● **Personal** 8
● **Value** 9

Steve Donoghue


CAN YOU PUT A STOP TO THIS LITTLE MENACE'S EXPLOITS?
JACK THE NIPPER...
AHH!..WHAT A LUVERLY DAY.... FOR A WALK TO THE SHOPS...
And you'd better behave yourself
Course I will Mum!
...& HERE WE ARE!
JUS' MICRO
NOW IN...
JACK the NIPPER!
OH NO! NOT HIM AGAIN
Oi-! load in Jack the Nipper for me-or else!
MONTYS RUNNING OFF!
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MORIARTY ATTAINS HAMPSTEAD!

Infocom Storyteller "Professor" Brian Moriarty visited the Hampstead offices of software giants, Activision, yesterday.

Just 29, Moriarty already has two impressive works of fiction behind him, *Wishbringer*, Infocom's fastest selling title over the last year, and the newly released *Trinity*. These are no ordinary stories, but interactive fiction, "read" on a computer.

Moriarty, an English Literature graduate, is not short of computer know-how. He was technical editor of *Analog Computing*, a US Atari magazine, before joining Infocom as a programmer.

His big chance came with a vacancy for a Storyteller in 1984. He got the job, and already had the *Trinity* scenario all worked out. But the big chiefs at Infocom advised him to start with something less complex — at the same time becoming familiar with ZIL, and the Infocom system.

Moriarty was glad he followed their advice. *Wishbringer* was the "simple" game, and took him nine months to complete. *Trinity* took a whole year to complete. It would have taken a lot longer without the experience of *Wishbringer* behind him, Moriarty says.

Brian Moriarty is classed as a Storyteller rather than a Games Designer, and quite rightly so.

Infocom's brand of fiction always has humour, and Brian uses it skillfully in ways impossible in book form. At the same time he maintains an atmosphere of suspense and excitement.

In *Wishbringer*, for example, your boss, the Postmaster of Festeron, chastises you for slacking, and demands you deliver an envelope to Magick Shoppe, on a hill at the other side of town.

Naturally, you explore the town on your way through, and all the time you are straying, there are nagging reminders that the shop closes at 5 pm.

When you visit the Police Station, a sharp message comes through on the radio — Mr Crisp is watching your progress!

The crunch finally comes when you mount the hill and look back at the view. You notice a little figure outside the Post Office. It peers at its wrist, and then shakes a little fist in your direction!

Brian's initiation into adventure came in the late 70's, with Scott Adams', *Strange Odyssey* played on an Atari. He was hooked instantly and began playing his way right through the series.

Although Adventure International has a low profile in the States these days, Brian gives full credit to Adams as a pioneer.

"He was the very first person to actually do it — to put an adventure game on a micro. He laid the foundation on which ALL others have built,' he says.

Just as Scott's games contain situations only appreciated by those who have played other adventures in his series (try saying BUNYON in *Pirate*, damming the lava in *Claymorgue)* so Infocom games have a background theme.

Every *Zork* player will recognise a device as magic if it bears the Frobozz label, and will be wary of venturing into dark places, lest attacked by a fearsome Grue.

Does Infocom have ground rules about these "trademarks"? "There is nothing laid down, no official lore," explained Brian.

"In *Wishbringer* I introduced the concept of the Grue's nest, put a bottle of Frobozz Grue's Milk in the ice box, and brought in a mother Grue, complete with apron!"

Wishbringer also has a delightful piece of satire based on *Zork 1* — a boarded up house, worn out by the feet of countless adventurers, complete with a mailbox containing a leaflet about an obsolete computer game!

What is Brian's next project? "After taking it easy for a month or two, I shall decide. Whatever I choose, I'll be spending the next year or so on it, so I want to get it right."

A licensing deal for a film title is currently brewing, or some research carried out in Germany before his arrival in the UK, may form the basis of his next story.

Z-CODE KEY TO INFOCOM MACHINE SUPPORT RANGE

Infocom software is available for a staggering range of machines, and apart from the screen format, it is identical on every machine in the range.

This is achieved by producing one version in a totally transportable machine code, Z-code. Say it ZEE-CODE!

Z-code can run on any processor, after it has been converted using a machine-specific interpreter. Each computer for which the finished program is required must have its own interpreter program, but once written, all Infocom software can be made immediately available, by simply processing the original Z-code.

Starting at the other end of the creative process, the Infocom storyteller doesn't sit at a terminal and fill in text messages and conditions in response to prompts. Nor does he write his stories in English, Basic, or Assembler, but in a language called ZIL (Zork Implementation Language).

No *Quill*-type menu driven system this, but a very high level computer language, closer to English even than Basic, allowing the story to flow as it is being written.

Infocom's Brian Moriarty explained how the creation process works. Sitting in the background is the famous Infocom parser, and support routines. If the story has a requirement that the parser is unable to handle, then the storyteller can make minor modifications to the parser, but is more likely to call upon a parser specialist to make the necessary enhancements.

Run on two "rather old now, but still useful" Dec 20 mainframes, the ZIL source code is compiled, and combined with the parser and support routines, to produce the Z-code.

All that is now required for it to run on any machine around, (provided it has sufficient memory) is the interpreting process.

Infocom adventures all seem huge to the end user, but, in fact, vary considerably in size from one to another. Some, such as the *Zorks*, are considered "small" at Infocom!

The ZIL source code for *Wishbringer*, one of the largest, occupies 450K of memory. This, of course, contains comments and spaces, but add to this the 30K Infocom parser, and the support routines, and it becomes apparent why a disk drive is essential to run any of the games.

During program execution, whilst the parser and support routines are resident in memory, most of the text data is read in as the game progresses.

The story doesn't end there, however. A new system, Interactive Fiction Plus, with a 32k parser, is designed to run on machines with a minimum memory of 128k, plus drive. Two titles are currently available in this series — *A Mind Forever Voyaging*, and the newly released *Trinity*. *Trinity* has a ZIL source code of a staggering 1.3 megabytes!

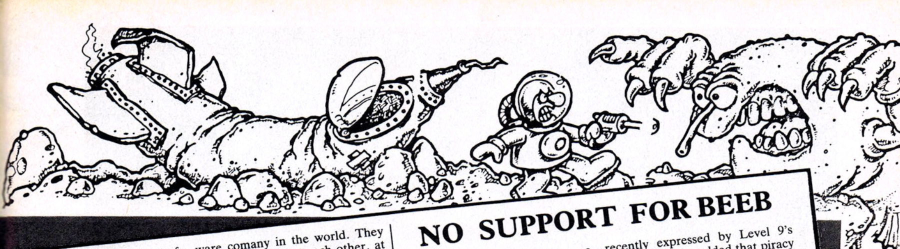
The "Plus" software is available only on a more restricted range of machines, currently covering IBM PCs and compatibles; Apple IIe and IIc; Macintosh 512 and Plus; Amiga; Atari ST and Commodore 128 (in 128 mode).

SOFTWARE GIANT RESCUES INFOCOM

With the Activision/Infocom contract wrapped up, it was revealed that without the capital injection such a deal will bring, Infocom would have crashed. Interactive Fiction, for which Infocom renowned the world over, was a highly successful business. The three titles released last year sold more units alone than were sold during the whole of the previous five years.

However all this was in danger of disappearing at the hands of a misjudged venture into the business software market.

Cornerstone, the IBM PC data base package developed by Infocom, sold well on its init



elease. It was a good product of ts kind — but what hadn't been foreseen was the very conservative nature of the US business software world.

To break into that market required a multi-million dollar spending programme, with massive advertising in business glossies, and hosting of expensive parties, and seminars, to promote the product.

Infocom simply ran out of cash in the process. Some 50 or 60 employees involved with *Cornerstone* had to go, leaving the company with little but its hardware, and the talent of its remaining staff.

A rescue bid was essential if the team that produced the legendary *Zork*, and other classics, was to remain intact.

A number of bids were received, and of these, Infocom chose Activision. The strength of Activision was in its marketing in the toy stores.

Together the two will combine to make the biggest games software comany in the world. They would complement each other, at the same time providing much needed cash with which Infocom may experiment with new ideas.

Activision's intention is to leave Infocom free to get on with what they are best at. There will be no pressure to jazz up their products, no compulsion to introduce graphics.

For the customer, Activision's arrival should be an advantage. Already, UK press contact with the Infocom side of the business has improved, with an Infocom's, Allisson Hale, resident in Activision's new Hampstead offices.

Activision is still in the process of getting its act together over its UK marketing strategy, but it seems before long, the enthusiast will find the software not only much easier to get hold of via many more retail outlets, but hopefully, at a price more suited to the pocket.

Activision are working on a three-tier pricing structure, with a bottom price of £19.95 a distinct possibility.

NO SUPPORT FOR BEEB

Owners of BBC micros are a bunch of pirates, according to Infocom's Brian Moriarty!

Infocom titles in the CPM version, can be run on a BBC with second processor on board. But there is no chance of straight 6502 versions. Brian Moriarty admitted that an Acorn BBC 6502 Interpreter had been written, but had deliberately been withheld from commercial use.

"We could only set out smaller titles, such as *Zork, Planetfall*, and *Deadline*, to run on the limited 32k memory of the standard BBC micro," he explained. "Neverthless, we developed an interpreter."

Echoing the same sentiments as recently expressed by Level 9's John Austin, he added that piracy among BBC owners was discovered to be so rife that it would be commercial suicide to produce the software. Therefore the whole project had been abandoned.

'You can tell BBC owners they only have themselves to blame," added Moriarty bluntly.

Meanwhile, it seems that in theory, even without a drive, a Spectrum 128 could run the "smaller" games such as *Zork, Planetfall, Suspended, Deadline*, and there is already a Z-80 interpreter. However, the cassette loading time would probably prove unacceptable. Will they be produced? Time alone will tell!

MAGNETIC SCROLLS NO RIVAL SAYS INFOCOM PROF

"Professor" Brian Moriarty spent a day with Anita Sinclair and the Magnetic Scrolls team.

Your special investigator put it to him, that at last Infocom had a real rival in the UK in the shape form of Magnetic Scrolls.

"Magnetic Scrolls doesn't even come close," asserted the Prof in a controversial statement. "Sure, they have a good parser. Anyone can demonstrate a parser to show off its strong points, and make it look clever.

"But it IS good, I would say it's about as good as ours, but in a different way. Ours has strengths in other directions. But graphics. Who wants graphics in Interactive Fiction? Pictures may sell a game, but in the long term, it is the quality of the adventure itself that will count."

"Infocom has built up a reputation of quality, and with 20 titles behind us, we have a big lead in terms of experience. No games are tested to the same extent. That shows in the fact that all our titles have had a very high profile in the US charts."

If an Infocom game doesn't sell a minimum of 30,000 copies, it is considered a failure. None have. Most have sold far in excess of that figure. *Hitch Hiker's Guide*, currently holds the sales record, but no-one is saying exactly how many.

Infocom's reputation for high quality is assured by the fact that each game gets a minimum of 4,000 hours play testing — more time than it takes to actually write.

Six full time in-house testers ("The most experienced games players in the world") are complemented by 100 outside testers, to ensure each game is as perfect as that rose found in *Zork 2* — if you are lucky!

"We listen to what they say," says Moriarty. "Often a tester will come back to us with a puzzle solved, but complain it is too mind-staggeringly difficult.

So test purists have no need to fear a changeover to graphics in the future?

"I didn't say that," asserted the Prof. "Naturally, we are looking very carefully into the subject, with the advanced graphics, they won't be the ordinary adventure graphics people have become used to. They will be an integral and necessary part of the game."

NEWS IN BRIEF

Reginald "Corky" Crisp, of The Tower, Cemetary Hill, Festeron, was sued for divorce earlier today, by his estranged wife "Queenie" Alexis. Town librarian and dog-breeder, Miss Voss, was cited as co-respondent, and a violet coloured note written in her hand, was placed before the court in evidence.

Granting a decree-nisi on grounds of adultery, Lord Justice Belboz summed up by telling the defendant: "I don't for one moment believe that your regular visits to the shapely Miss Voss were solely for the purpose of sampling her homemade oat cookies."

Potholers were reported to be mounting a rescue operation in the Frigid River area, in the early hours of this morning. Sources at the scene say that three adventurers, inexperienced in cave work, were resting on a ledge in the hollow interior of an extinct volcano, when a massive landslip occurred.

Work to clear the rubble continues, but has so far uncovered only a collection of coloured books, a rare stamp, and a priceless coin lying in a pool of midnight oil.

Police were called to the Witchville Pleasure Wharf late last night, when a fight broke out among a group of sub-humanoids in the nearby video arcade. Among those arrested, were two Mailboxes, who, according to eyewitnesses, started the brawl.

ZORK HISTORY CORRECTED

The popular belief that the original *Zork* was the Fortran version, commonly known as *The Decus Dungeon*, and found on DEC PDP and VAX computers, is incorrect. The original *Zork* was written in a language called *Muddle*, and is much bigger than the DEC version.

The Zork Trilogy, arranged as three separate games, contains the whole of the original *Zork*, plus many additions and enhancements, making it, viewed as a whole, the biggest and most complete version of the game there is.

FROTZ & PARTNERS — ESTATE AGENTS AND CHARTERED SURVEYORS

In much sought after Accardi-by-Sea area, close shops, school, 5 mins walk to sea. Solidly built 6-bedroom detached property in own 10-acre grounds. Upstairs kitchen, large lounge, and extensive dry-cellarage housing art studio and gallery. Storage for coal by external chute.


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TRINITY EXCLUSIVE

The little Japanese girl's mouth opens into a small 'o' at the magnificence of the umbrella you have just given her, and descends into the shelter below the school. You follow her. You wouldn't want to spend much time in this damp and filthy hole, smelling of urine.

You are suddenly aware of the faint sound of aircraft overhead, unnoticed by the girl who is admiring her umbrella. The drone outside increases, it sounds as if they're in a power dive. The girl covers her ears with her hands and whimpers.

All at once, the shelter is lit by a terrifying flash of light, and you dive to cover the screaming girl, feeling the earth shudder beneath a crushing blast wave. Years later, she recalls to her grandchildren the tale of the mysterious stranger who shielded her life from the deadly radiation at Nagasaki. . .

A pleasant walk through Kensington Gardens is the prologue to what can only be described as a magnificent interactive story from **Brian Moriarty.** The atmosphere of the strolling tourists, the

```
Here begins a transcript of interaction with

TRINITY
An Interactive Fantasy
Copyright (C)1986 Infocom, Inc. All rights reserved.
Trinity is a trademark of Infocom, Inc.
Interpreter 5 Version B
Release 11 / Serial Number 860509

>n
Lancaster Gate

A crooked old tree shades the perambulators as they roll south down the
Lancaster Walk. Shady paths lead west along an iron fence, and southwest between
the trees.

There's an old woman under the tree, struggling to open an umbrella. The stiff
east wind isn't making it easy for her.

>help old woman
You begin to approach the old woman, but stop in your tracks.

Her face is wrong.

You look a little closer and shudder to yourself. The entire left side of her
head is scarred with deep red lesions, twisting her oriental features into a
hideous mask. She must have been in an accident or something.

A strong gust of wind snatches the umbrella out of the old woman's hands and
sweeps it into the branches of the tree.

The woman circles the tree a few times, gazing helplessly upward. That umbrella
obviously means a lot to her, for a wistful tear is running down her cheek. But
nobody except you seems to notice her loss.

After a few moments, the old woman dries her eyes, gives the tree a vicious
little kick and shuffles away down the Lancaster Walk.
```

pram-pushing nannies, and the children sailing boats on the Round Pond, convey the very mood of the place on a sunny afternoon.

Suddenly, the wind changes. 'It's time!" screeches the old woman selling bird food. As if in slow motion, a nuclear missile drops from the sky, directly above the Long Water.

If you can escape the inevitable horror, you will be taken back into a world where time stands still, save for the movement across the land of a shadow cast by a gigantic vertical triangle.

A bizarre world, a no-hope world. Down by the river, an oarsman, half-hidden in the mist, silently plies his boat back and forth across unnaturally dark waters, ferrying skeletal figures from nowhere to nowhere.

In this fantasy world, the relentlessly moving shadow is the key to a tour of all past atomic explosions. The site of every nuclear bomb ever exploded is here, reached through a toadstool door. You visit, you observe, unable to change the course of events. Or can you?

This is the first story from **Infocom** that recreates actual places and real events. The historic and geographic background has all been thoroughly researched, to give a startlingly true to life representation. The most realistic of all these, claims author Brian Moriarty, is the museum at Los Alamos, where he spent a considerable time to get an awful lot of detail.

The game is puzzle oriented, and discovering how to enter the toadstool doors is one of the key puzzles. Some of the doors lead to inescapable death; some prevent you from getting back into the fantasy world — unless you have worked it out.

Some of the doors are difficult even to find — either open or closed. Solving the problems gives a great deal of satisfaction.

Being an *Interactive Fiction Plus* game means that Trinity will only be available for computers with at least 128k of memory.

Brian Moriarty has warned me that I would need a true 80-column screen to be able to play the game. Sure enough, when the program started, the screen announced, in 40-column mode, that it's resolution wasn't high enough to proceed.

However, changing the resolution to Medium from the Set Preferences option on the Gem Desktop permitted the program to continue.

Response on the ST is fast, and very little disk access is made during play. SAVE and RESTORE commands call up a window in the centre of the screen.

An effective and unusual feature of the display, is the superimposition of boxes in reverse video, over the text, when certain actions call up a quotation from the likes of Lewis Carroll and Alexander Pope.

Unlike most from Infocom, don't expect a bundle of laughs. There is humour in the game, but it is of the smile-along variety. A magpie, very reminiscent of the parrot in Scott Adams' *Pirate*, will often repeat your previous commands, or say things like: IT GO BOOM! He'll give you a clue or two mixed up with his chatter, so listen carefully to what he has to say.

A serious game, but not a solemn one, is how Brian describes it. Not political, it is philosophical, and very, very thought provoking. Futility, foreboding, and hope, are moods beautifully conveyed by a very sensitive writing style.

Trinity was the code word for the testing of the world's first ever Atomic Bomb, at Jornada del Muerto, in the Nevada Desert. This is where you will finally arrive in the game; "The fulcrum of history" is how Brian Moriarty describes it. Will you be able to change its course?

Keith Campbell

INFOCOM—INTERACTIVE FICTION FILE

●Abbreviations: I = Introductory level
S = Standard level
A = Advanced level
E = Expert level

MYSTERY	**Witness**	(S)	by Stu Galley
	Suspect	(A)	by Dave Lebling
	Deadline	(E)	
FANTASY	**Wishbringer**	(I)	by Brian Moriarty
	Zork 1	(S)	by Dave Lebling and Mark Blank
	Enchanter	(S)	by Dave Lebling and Mark Blank
	Zork 2	(A)	by Dave Lebling and Mark Blank
	Zork 3	(A)	by Dave Lebling and Mark Blank
	Sorceror	(A)	by Steve Meretsky
	Spellbreaker	(E)	by Dave Lebling
SCI-FI	**Hitch Hiker's Guide**	(S)	by Steve Meretsky and Doug Adams
	Planetfall	(S)	by Steve Meretsky
	A Mind Forever Voyaging	(A)	by Steve Meretsky
	Starcross	(E)	by Dave Lebling
	Suspended	(E)	by Michael Berlyn
ADVENTURE	**Seastalker**	(I)	by Stu Galley and Jim Lawrence
	Cutthroats	(S)	by Michael Berlyn and Jerry Wolper
	Infidel	(A)	by Michael Berlyn
NEW RELEASES	**Ballyhoo**	(S)	by Jeff O'Neill
	Trinity	(S)	by Brian Moriarty

MICROSELL

MICROSELLS — It costs only £1 to advertise in Microsell!

Commodore 64 software to swap on disk and tape, have the newest games, send your list for mine. All letters answered. Send to: E. De Vent, Rembrandt V. Rijnstr. 17, 4507 BS Schoondijke, Holland.

Nightingale Modem & Comstar Rom — Only £100, comes complete with manuals & leads for the BBC Micro. Bought at Christmas & has been hardly used since. Phone 0843 62566 but preferably write to P. Cook, Manor House, Shipbourne Road, Tonbridge, Kent. As this address has no phone.

MSX Programs for sale. Mugger Maurice, Home Budget, Sprite Editor, Bug in a Rug, Blobs. By Aware Software. £2.99 each. 1 Merlin Close, Hainault, Ilford, Essex IG6 3XL.

Texas T199/4a games for sale, including Munchman, Donkey Kong and Amazing, also 20 cassette games + Teach yourself Basic software, cassette leads all for £25 ono. Phone (021) 472 2870.

Top CBM 64 games to swap. We have hundreds of new titles, but you might have something we don't. So don't waste your opportunity and send us your latest list. M. Korpela, Ylännekatu 16 L 103, 20520 Turku, Finland.

Atari 800 48K + Atari 810 disc drive with Happy enhancement and some software £200. Atari 130XE £100. Atari 850 interface £64. Phone Dorking 711279.

CBM 64 user wishes to swap Bomb Jack, V, Ace, Fairlight, Bounder, Yie Ar kung-fu, Ping Pong, Uridium, Rock n Wrestle, Now games one & tow and Computer hits. Wants Robin of the wood, Spindizzy, Green Beret, Paperboy, Batman, Flight and Dropzone. Or sawp 4 games for a Freeze Frame.. Or will sell for £6 each. Write to W. Ng, 29 St George Avenue, Kingsbury, London NW9 0JT phone 01-205 1654 after pm ask for Wenchin.

Commodore 64/128 software to swap, very large collection available. Pleanse send your last list to Bjarte Norheim Rene, Trollsteinveien 2, Kaupangruta, N-3250 Larvik, Norway. Hurry up! All letters answered. By the way, greetings to Hellmates, S C C, Terminators and SCS.

MSX software for sale or to swap. Lots of new titles, including Way of the Tiger, Knight Lore, and Konamis Tennis. Contact me for full list, all games are originals. Phone Andrew on (0934) 862646.

Glasgow CBM 64 owner (21) wishes to swap disk software with people preferably in same city but will accept others. If interested, send list or letter to; Neil McInnes Jnr., 29 Greenside Street, Provanmill, Glasgow G33 1ES. Phone 041-770 6047. Prestel: 417706047.

Mattell Intelevision for sale with 7 games in good condiction, £50. and CBM 64 games: on cassette; Tigers in the Snow, £5; Battle of the Bulge, £5; Colossus Chess 2.0 £5; Battle for Normandy £5; Combat Leader £5, or the lot for £20. Write to: Mr M. D. Wiliams 45a Averill Street, London W6 8ED.

CBM 64 acoustic modem, complete with all leads, interface and a large selection of database numbers, all in original boxes. Telephone (0602) 226881 after 4 pm. Cost £50 new sell for £20.

Atari penpal wanted to swap software etc. Write to Andrew Lapping 17, Wentwood Close, West Pontnewydd, Cwmbran, Gwent. Disc only.

Norwegian CBM 64 owner would lke to swap games. All letters answers. Send your latest slist to: Jim Skaar, Bryneheia, 4560 Vanse, Norway. Phone: (043) 93676. Disk only.

Atari 600XL 64K (memory module) 1010 tape deck, (under guarantee), Quickshot II joystick, and games. Reasonable offers to, S. Parker, 41 BVennett Road, Chadwell Heath, Romford, Essex, RM6 6ER.

Atari software on tape for swaps. Mr Robvot, Montezuma, Mr Do's Castle, Gremlins, plus lots more. Lists to Mark, 5 Waverely Street, Derker, Oldham OL1 4HB.

Spectrum software for sale, many titles, all originals. 75 Bristol Drive, Battle Hill, Wallsend, Tyne and Wear, NE 29 9RG. Tel: 081 26351265.

64 Games freak wants toswap. I have most of the new titles from US and Britain. Disk users preferred. Send list to: allan Elebeert, 13 Ieperstraat 8400, Oostende, Belgium.

GT 64 monitor for the Amstrad, £50! Also software £1 each! Electro Fredy, Roland on the Ropes, Roland Goes Digging, Mutant Monty, Spanerman, Danger Mouse in Double Trouble! Ring 856 1943 now!!

CBM 64 disks Hobbit, Zork One, Planet Fall, Hitchikers Guide to Galaxy. Cost £70, sell £30 or split. Fourth Protocol tape, £4. Phone (037186) 668, evenings/weekends, ask for Norman.

Commodore 64 data recorder, joystick and well over £100 of software, including Summer Games II, worth over £300, sell for £190 ono. Tel: 0394 411023 after 7pm.

Amiga. I've got this incredible machine, and want to swap ideas and programs. Many news. Write to: Ivar Frolich, Alle gaten 11, 5000 Bergen, Norway. Write soon.

Adventure Commodore 64. Lost Idol of Life, £3.00 cheques/postal orders to Dominic Kearney, 1 Bray Close, Cheadle Hulme, Cheshire.

Lord of the Rings — need help? Just send £1 for complete solution and map (7 pages of A4). Also Heavy on Magik, 80p. Send orders to Lee Hodgson, 54 Church Street, Tewkesbury, Glos, GL20 5RS (please enclose SAE if possible).

Spectrum 16K with 32k exapansion, includes Quickshot II, Protek, switchable interface, light pen, books, games, software, graphics software, worth over £400, will sell for £150. Phone 041 649 5986.

Many solutions to adventures completed, e.g. Scott Adams and Infocom's. Write to Asif Din, 37 Deeplish Road, Rochadale, GMC OL11 1PH, England. Disk and cassette swappers needs as well. Commodore 64.

Commodore 64 games to swap. 800 + titles, including the latest British games and new US imports. Send list to: Mark Collins, 24 Beech Close, Gillway, Tamworth, Staffs, B79 8QH, England (disk only).

For Sale Atari 130XE and 1050 disck drive with happy and US Doubler plus over 600 disk games. Genuine offers telephone 022028 830 (West Wratting, Cambridgeshire).

CBM 64 software to swap, over 1,000 titles including all the latest, disk only. Send your list for mine to Walter Gray 14 Earlbank Avenue, Scotstown, Glasgow C14 9HE. Phone 041-954 7391.

Continuous Computer stationery in small quanities, 200, 400, 1,000 & 2,000 sheets prices from: ££1.43 for 200 sheets of plain listing paper + £3.50 p&p; £3.99 for 400 sheets + £1.99 p&p; £15.39 for 2,000 sheets of 70gsm mcr perf + £4.60 p&p; £2.99 for 200 sheets + £1.99 p&p; £14.99 for 2,000 3.5″z1.4″ self adhesive labels + £1.99 p&p; £2.00 for 200 + £0.60 p&p. Send SAE for order form and price list to: Brigantic Computer Services (:CVG), PO Box 517, Bamber Bridge, Preston, OR5 6DB.

SPLIT PERSONALITIES



Everyone knows that computer gamesters have split personalities. On the outside they appear perfectly normal, sane, reasonable people. But underneath they are seething with repressed fantasies and strange violent urges. But you can never actually catch one of them changing. Unless of course you've got one of C+VG's special Polaroid cameras specially modified by IDEAS CENTRAL and Domark to catch games players in the act of metamorphosis. There's a long word for you!

We've got FIVE of these Polaroid instant picture cameras to give away thanks to Domark, who want to celebrate the release of their C+VG HIT! game Split Personalities.

All you have to do is put an apt and amusing caption to the special Split Personalities cartoon on this page. Just what game is Maggie playing? And what are Ronnie and Sir Clive talking about? What has Mick Jagger got to do with all of this? Not to mention Michael Heseltine and Neil Kinnock! It's over to YOU, dear reader, for the explanation.

Just fill in the competition coupon with your caption and send it to *Computer and Video Games,* Split Personalities Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is August 16th, normal C+VG rules apply and the editor's decision is final. And if you'd like to capture your own Split Personality on film and send it to us, please feel free. We'd like to see them!

C+VG/DOMARK SPLIT PERSONALITIES COMPETITION

Name______________________________

Address______________________________

____

Age____________

My Split Personalities cartoon caption is:____________

____

SPLIT PERSONALITIES

MICROSELL

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Atari ST owners look, Degas, Pawn, Sundog, Brataccas for sale + many others, originals ½ price or less. Tel 0322 330411.

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ON-SPEC, a great fanzine with reviews, tips, maps, charts, features, competitions, strategy and adventure features, penpals and the only FREE membership software exchange club run by a fanzine and also a free tape, containing at least four great games. Fanzine with tape only £1.00, without tape only 50p. Send cheque/P.O. to: ON-SPEC, c/o David Lane, 23 Florence Road, West Bridgford, Nottingham, GN2 5HR.

Amstrad CPC 464 with colour monitor, 8 months old + over £250 of games, including Spindizzy, Tau Ceti, Highway Encounter, Who Dares Wins II. Perfect condition, with Quickshot + arcade joysticks, dust covers, worth £600, sell for £240 ono. Phone Chris 0468 41305.

Attention MTx 500 users! I would like a penpal to swap news, games etc, can you write machine code? Send letter + list to 47 Gladstone Street, Leven, Fife KY8 4QG.

Spectrum adventures for sale. Over 20 titles £3-£4 each inc. Lord of the Rings, Redhawk, Red Moon, Fantastic 4, Seas of Blood etc. Many more recent titles. Please phone Robert on 8920453. Can sell all together or swap.

Latest Spectrum games for sale, inc Bomb Jack, Heavy on the Magick, Superbowl, Green Beret, V CORE, Zoids, Quazatron, Twister plus more. Less than half price per game. Over 30 to sell. Phone Rob on 8920453 for details & full list.

Spectrum owners. I can help you complete over 100 top titles (adventures & arcade including Lord of the Rings, Heavy on Magick, etc). Send SAE to Lee Hodgson, 54 Church Street, Tewkesbury, Glos, GL20 5RZ. For complete list, hurry!

48K Specturm, W. H. Smiths data recorder, printer, datel digital sound, Currah speech and Microslot, two Kempston joysticks and interfaces, over 70 games, etc, all as new, offers around £300. Telephone 070681.

Commodore 64 software to swap. I have all the lastest, send your list to: Gary Biasillo, 41 Dublin Croft, Great Sutton, South Wirral, L66 2TD or telephone 051 339 8512. Hurry, disk only.

Commodore 64 plus cassette recorder, joystick, Simons basic, 30-40 games, three volumes Input mags, and users manual, £250 ono. (worth over £600). Phone 06267 4110.

Atari picture disk packed with brilliant screens, includes auto picture fader, also amaging digitised music disc, you won't believe your ears! This disc includes two extra amazing graphics demos. Both disc double-sided, four sides full for £9.95 post free. P. Cunningham, 11 Berwyn Avenue, Penyffordd, Chester, CH4 0HS.

Commodore 64 owner wishes to swap titles including all the latest (disk and tape) send your list in return for mine to: Mike, 19 Kelso Walk, Darlington, Co Durham DL3 9UZ or phone D/ton 57994 after 6pm.

Blank disks for sale. Complete with labels, wirte-protect tabs. Sealed on boxes of 10. 1 box, £7; 5 boxes £30; 10 boxes £50. Phone (05827) 5232 ask for Ian.

Great Bargain! For sale Spectrum 48K with Sinclair Interface 1, a Microdrive, Decca tape recorder, over £120 worth of software including Green Beret, Yie Ar kung fu, Sabre Wulf and many others. Also Kempston joystick interface, Quickshot II joystick and many computer books and mags. All you need when buying a computer. Worth around £430, selling for £255 ono. Tel Rayleigh 781076.

Swap CBM 64 games. Games include Bomb Jack, Superbowl, Starquake, V, Ping Pong, Hardball, Uridium and Fairlight. If interest write to Clarke Colquhoun, Loch Monzievaird, Crieff, Tayside, Scotland, PH7 4JR.

MSX games for sale: Sail Break: graphic adv, with 60 + locations, also Treasur Isle: Adv. Both of them are only £2.95 each. Send cheque/PO to P. Jess, 58 Legacurry Road, Lisburn NI.

MSX penpal wanted to swap ideas and software, incuding Way of the Tiger, many Euoprean games, Alien 8, Flight Deck, all Konami games. Write to: P. Jess, 58 Legacurry Road, Lisburn, Co Antrim, N.I.

Continuous Computer stationery in small quanities, 200, 400, 1,000 & 2,000 sheets prices from: ££1.43 for 200 sheets of plain listing paper + £3.50 p&p; £3.99 for 400 sheets + £1.99 p&p; £15.39 for 2,000 sheets of 70gsm mcr perf + £4.60 p&p; £2.99 for 200 sheets + £1.99 p&p; £14.99 for 2,000 3.5″z1.4″ self adhesive labels + £1.99 p&p; £2.00 for 200 + £0.60 p&p. Send SAE for order form and price list to: Brigantic Computer Services (:CVG), PO Box 517, Bamber Bridge, Preston, OR5 6DB.

Amiga and C64/128 software to swap. (Disk only) Send your newest list to Kurt Vandorpe Guldensporenstr. 27 8020 Oostrkamp (Belgium) All letters answered. Tel 050/825502 after 7pm at Weekend.

CBS Colleco Vision with Atari module and turbo module. 3 Atari and 4 CBS cartridges. Good condition selling for £60 ono. Tel Keynsham (Bristol) 67346 Ask for Nick.

Commodore 64 software for sale. Includes Ballblazer, Zorro, Thing on a spring Tir na nog and others. Prices between £1-£6. Phone 0543 — 74382 after 6pm.

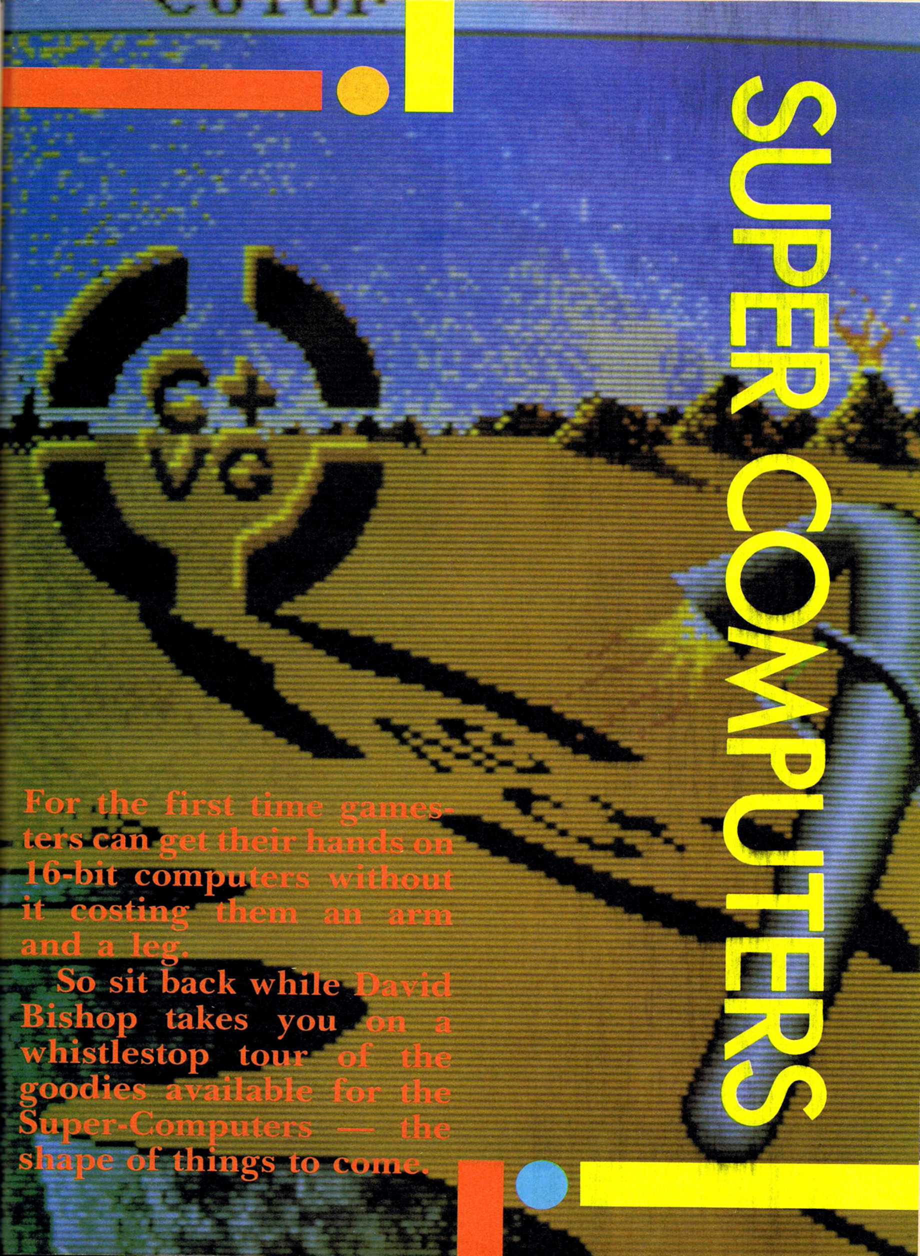
U.S. Imports for CBM64, Popeye, Mr Dos'Castle, Montzuma's Revenge, Archon III, Mancopter. Ms Paceman, Rainbow Walker, Juno First, Frogger II, Q-Bert, Night Mission Pinball, Crystal Castles and OLO. £3 cassette, £5 Disk. U.S. Imports, 26 Hillside Road, Marlow, Bucks. SL7 3JE.

BBC Computer games for sale or swap, £2 each, all originals. Includes top titles like Gyroscope, Commando, Cavey Ring Uxbridge 59491 or send S.A.E. to 44 Harefield Road, Uxbridge, Middx for list.

48K Spectrum, Stonechip Keyboard, VTX 5000 Modem, Joystick + Interface, Light pen, Currah Speech + £600 of original Software, All no1 games, Total cost, £900, sell for £350. Tel: — 0304 373617.

Amiga/Commodore 64 users!! Contact: Robert Drost, Zwaluwhof 19, Stadskanaal, 9502tt, Netherlands. Phone: 05990 22439. I've got lots of new games I want to swap or sell. If you are also heavy in the software call right now.

Commodore 64 software for sale, all originals at half price. Titles include Summer Games II, Elite, Zoids, Fractulus, Uridium, Scarabaeus, Raid on Bungeling Bay, Stellar 7, Rocky Horror. Send S.A.E. for list to L. Brigdem, 395 Norris Rd, Sale Moor, Cheshire.



SUPER COMPUTERS

For the first time gamesters can get their hands on 16-bit computers without it costing them an arm and a leg.

So sit back while David Bishop takes you on a whistlestop tour of the goodies available for the Super-Computers — the shape of things to come.



In the beginning was darkness and Clive said "Let there be ZX80" and there was. And Clive saw that it was good, and chuckled.

It came to pass that ZX80 begat ZX81 which begat ZX Spectrum which began begatting a whole multitude. Clive was laughing.

And the new star was called Jack . . .

And Jack's tribe was called Commodore. And the Commodores started spreading Jack's word throughout all nations.

Verily, Clive tried not to look concerned. But there was weeping and gnashing of teeth between the elders of the tribe of Commodore and the sons of Jack.

And it came to pass that Jack and sons, the tribe of Commodore left to wander in the wilderness for 40 days and 40 nights. And Jack chanced upon a dried up oasis in the wilderness called Atari, home of a strange but wondrous tribe called the Amigas.

"Forsooth the Amigas left this very day for a tribe called the Commodores" said one of the elders of the Atari tribe "Most of my tribe left with them!" Jack looked visibly peaved!

Meanwhile ZX Spectrum had begat one tribe called the QLs, who worshipped a god called 68000. But the QLs were hit by plague which left the children of QL still born.

And it came to pass that Clive came down off his hill to see the multitudes worshipping a sugar idol. But before Clive could break his tablet, Sugar had bought them, but, did not take Clive's wafers, nor verily his strange chariot!

Whether you believe this version of where 68000 came from or prefer the more scientifically based "The Origin of the Chip" by Sir Clive Darwin there can be little doubt that 16-bit machines are here to stay and recent trends would suggest the market is about to innundated with 68000 based games, simulations and utilities.

This feature concentrates on software for three contrasting 68000 based computers. The Apple Macintosh, The Amiga from Commodore and Atari's 520 ST.

The Mac, as it is known, is a self contained system similar in shape to the late Vectrex video game machine. It has an inbuilt disk drive and black and white monitor of very high resolution. Indeed it is the almost photographic quality of Mac graphis that is one of the characteristic qualities of software written for this computer.

The Commodore Amiga has been the computer on everybodies lips lately — not least Atari's lawyers!

Replete with every feature you could dream of the Amiga's 68000 chip has three others, the Agnes, Denise and Paula chips, to help it run through its repertoire of party tricks, which include inbuilt software speech and four channel digitised stereo sound.

A computer with a realistic and affordable price tag is Atari's 520 ST (or STM), soon to be superceeded by the 1040 ST. For the first time gamers have the chance to get their sweaty palms on a 16-bit computer without spending thousands of pounds.



DELUXE PAINT

It isn't until you sit down with Electronic Art's *Deluxe Paint* for a couple of years that you begin to realise just how awesome a machine the Amiga really is. This package is an open door into a new generation of potentially 'dangerous' graphical effects that one would normally expect to see on a Quantel Paintbox used by the big boys at the Beeb.

Unlike drawing programs on mortal computers where you are presented with a preset palette of say 16 colours, *Delux Paint* gives you a colour set window with slider controls for red, green and blue intensity. By moving these sliders up and down it is possible to choose from a palette of 4,096 colours.



TABLE OF TECHNICAL COMPARISONS

	520ST	Amiga	Mac
Microprocessor	68000 motorola 16/32 bit	68000 motorola 16/32 bit	68000 motorola 16/32 bit
Speed	8 MHZ	7.8 MHZ	7.8MHZ
Memory (ram)	512K Ram 192 ROM	256 Ram 64 ROM	Ram 128,256 512 & IBM ROM 64K
Expansion	Up to 1mb	up to 512k	up to 1mb
Disk Capacity	360k or 720k 3½"	880k 3½"	400k 3½"
Video Display	RGB, Monochrome, Col Tv	RGB, Col. TV Composite	Monochrome
Colour	512 colours	4096 colours	Black & White only
Highest Resolution	640x400 mono 640x200 4 cols	640x400 16 cols	512x342
Keyboard	95 keys Numeric pad	89 keys Numeric pad	58 keys
Speech Synth	No	Yes	No
Music	3 channel	4 channel stereo	1 channel
1/10 Ports	Midi VT 52 Terminal Parallel	RS 232 Parallel Serial	RS 232 Serial

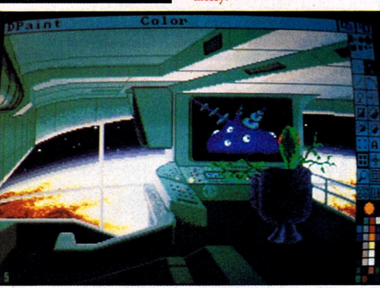


Apart from setting up a palette, various other presets can be defined in the colour window. Two of the most spectacular are 'shade' and 'colour cycle'.

Any sequence of colours from the palette can be flagged as your shade palette. Now pick 'shade' from one of the pull down menus across the top of the screen and start to draw. The effect your brush has as it is moved over the screen is similar to the colour changes seen on a strip of metal when an oxyacetylene torch is moved over its surface.

Colour cycle allows you to flag a sequence of colours from the palette and then cause all areas on the screen with any of these colours to run through the cycle changing from one colour to the next and so on . . . if you ever wondered what LSD was like then this is probably not far off the mark! Cycle can also be used to simulate animation in your design.

Another wondrous option is the 'smear' function. Imagine your picture was drawn with coloured chalks on a blackboard instead of pixels on a screen. Drawing with smear 'on' is like moving your finger over the blackboard but a lot less messy!



Three more sliders — hue, shade and video — allow further tweaking of the chosen colours . . . If you can't get the colour you want, it doesn't exist!

Having created a palette it's time to explore the multitude of features on offer and what better way to start than to load one of the new ready made pictures that come with the program. Pick Tutankhamun from the menu, wait three seconds for it load, pick yourself off the floor and begin to play.

By selecting the 'make brush' icon you can make any rectangular portion of the screen into a brush and then the fun starts. You can now stretch, flip, shear, invert, bend and rotate the brush just like they do on the Kenny Everett Video Show and Top of the Pops!

DP does also come with all the normal functions you would expect to see in a graphics package including 8 brushes/circle/elipse-/rectangle/line/fill . . . the list is endless.

Deluxe Paint allows the power of the Amiga to be harnessed into uses never before dreamed of by the home micro owner . . . the definitive software trip!

BORROWED TIME

Another major company already publishing Amiga software is Activision who, like Electronic Arts, are developing a mix of conversions and original material.

One conversion from the 64 is *Borrowed Time,* an adventure where you play a detective called Sam. Unfortunately somebody wants to kill Sam but which one of the 20 or so suspects is behind the threats on his life and WHY are they so hellbent on his demise?

The game begins with you sitting behind your desk one sunny afternoon when the phone rings . . . 'Sam, you're a dead man." . . . nice, eh!

All you have to go on are your old case notes in the filing cabinet and your detective's nose for sniffing out the truth. The case notes offer some help but beg as many questions as they answer.

You hear murmers wafting up from the alley below. It's those goons . . . they tailed you back to your office but who the hell sent them? Anyway time for quick exit stage right!

Every location is graphically illustrated some better than others although overall *Borrowed Time* makes reasonable use of the Amiga's graphics without actually setting the world on fire.

A limited number of the more useful words are shown on screen to save you having to enter them with the keyboard. The Parser, while not up to *Pawn*, or Infocom standards, is comprehensive and forgiving.

A carefully woven plot together with some nice animated touches make *Borrowed Time* an intriguing and enjoyable adventure of above-average quality.

ARCHON

One of the companies spearheading the development of Amiga game software is Electronic Arts who have committed substantial resources to creating games and utilities specifically for it as well as converting many of their existing titles.

Regrettably most of the conversions that have so far been released have not really been enhanced to take advantage of the Amiga's superior graphics and sound capabilities. There are, however, exceptions to this trend most notable of which is *Archon,* a strategy board game based on the struggle between the forces of dark and light.

Archon is played on a 9×9 board of squares, five of which are power points. The winner is the first player to occupy all five points or to kill the entire opposing force. Unlike chess where a piece is captured by landing on the square it is occupying, when you land on an occupied square in Archon the games goes into an arcade sequence where the two opposing pieces fight it out on a blown up representation of the disputed square.

At the start of the game each force is 18 strong made up of seven different pieces. One of the twists in *Archon* is that the seven dark force creatures differ from the seven light ones so there are 14 different types of piece on the board at the start of the game. Each different piece has characteristic properties reflected in the way it moves on the board, its speed and potency during the arcade sequences and the sound it makes while moving.

Electronic Art has used the stereo sound capabilities of the Amiga very effectively in *Archon.* Imagine microphones placed on the left and right hand edges of the board so that when a piece moves from left to right the digitised sound effects of its movement fade from the left speaker and get louder in the right . . . this adds a new dimension to the game that the eight bit version didn't have.

Archon is an unusual marriage of arcade and strategy and should appeal to devotees from both camps.

KALEIDO-SCOPE

One of the Amiga's outstanding features is the blitter chip which can take something from one part of the screen and reproduce it elsewhere almost instantaneously. The net effect of having a blitter on board is

continued ▶

JR SOFTWARE

5 Brookes Court, Baldwin Gardens, London EC1
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COMMODORE

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C16

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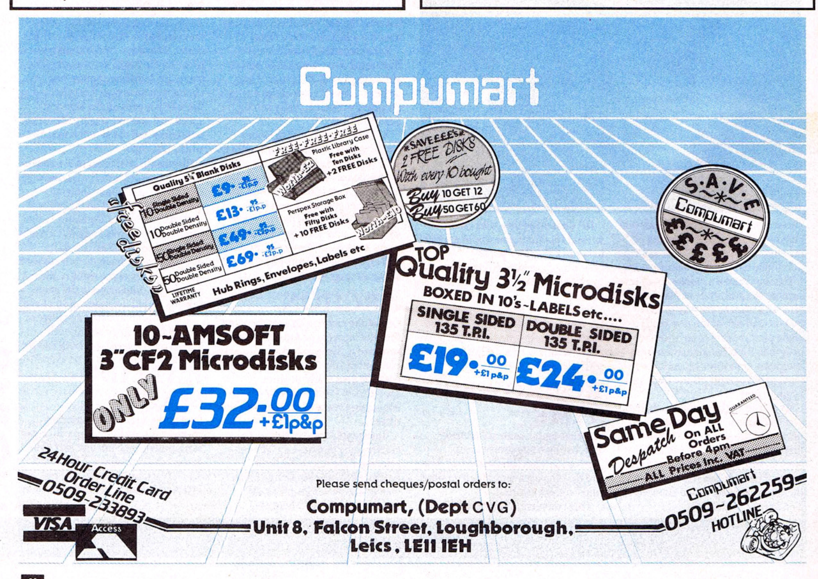
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effect of having a blitter on board is that the Amiga's already impressive graphics can be visually massaged to produce visions of yet greater stunability!

Aware of the potential of the blitter, Electronic Arts has produced a little ditty entitled *Kaleidoscope*. Think back into your distant past and imagine you're looking through your traditional kaleidoscope as you turn the barrel to generate an almost infinite number of patterns.

Well the EA version uses exactly the same principle except that is doesn't use a mirror to create the 'snowflake' symmetry it uses our friend the blitter.

If left unmolested *Kaleidoscope* will put on a two hour display of swirling colours, shapes and patterns that would leave you goggle-eyed.

At any time pressing one of the function keys will start the pattern generator going at one of ten entry points spread throughout the two hour display. Other functions allow you to wipe the screen and you can even freeze any view that particularly takes your fancy and then save it. The saved file can be loaded into *Deluxe Paint* and 'tampered' with.

Kaleidoscope is the kind of thing that would look ultra-cool on a projection TV at a party. It doesn't actually DO anything but it possesses a kind of hypnotic quality which prevents you from looking away and it certainly shows off one aspect of the Amiga's power to great effect.

BARATACCAS

Not everything was completely destroyed in the original Imagine funeral pyre. One of the most touted yet evasive titles of that era was *Bandersnatch,* the 'megagame' which was to be released for the Spectrum together with a hardware add-on needed to contain the 'game of the decade'. Along with *Bandersnatch* various ex-Imagine bods narrowly managed to avoid being repossessed along with the Ferraris. Three of these, including one-time director Eugene Evans, left to form a new company called Psygnosis (without any help from Bruce Everiss) in order to finally drag *Bandersnatch* screaming and kicking to market, this time on the new super doopa QL! . . . enough said.

Then came those rumours from afar of the new great byte hope '68000'! At last, after almost three years, there were machines into which *'The Snatch'* could be crammed. The ageing megagame was, once more, brought out of retirement and work began on converting it to the Mac, the new Atari ST and the soon to be launched Amiga.

Psygnosis had a great chance of establishing themselves as a major player in the new 16 bit arena because they were almost the first company to release a piece of entertainment software onto a market which still had a definite 'wait and see' attitude towards the ST and the Amiga. The one flaw in all this was the game itself. Even after all this time *Barataccas,* as it was now known, still bore all the scars of its unenviable pedigree.

Very briefly, the game is a side view, room-to-room, multi-character and object, all-singing, all-dancing arcade adventure set in a small mining asteriod called Barataccas situated in the outer solar system . . , (well nobody could have made up a name like that!)

You play the part of Kyne who has fled to the asteriod in search of a sanctuary and proof of his innocence having been wrongly accused on Earth of genetic fraud.

Unfortunately the game is not fun to play due to numerous bugs (most small in themselves but should they still be there after all this time?) and a horrendously unfriendly control configuration for mouse, joystick and keyboard. OK you can make Kyne do lots of different things but wouldn't it have been better to limit these in the laudable name of playability.

Barataccas is definitely a game whose origins are far more interesting than the end product!

MIND-SHADOW

Mindshadow is another of Activision's Amiga conversions. Formerly available on various eight bits including the 64 and Amstrad it is another adventure designed by Interplay. *Mindshadow* uses the same screen configuration as *Borrowed Time* (see above) but the plot and setting are somewhat different. I can do no better than to quote the first few lines on the box which, as with *Borrowed Time*, set the scene perfectly.

"You find yourself lost in the middle of nowhere. In the middle of a mystery. Who are you? Where will you go? What will you do? . . . You struggle for answers. For your identity. And for the faceless betrayer who left you to perish."

The game starts on the beach of a deserted island from where you can move in traditional adventure fashion through locations, all nicely tarted up for the Amiga. Commenting on the quality of the plot in this one is tricky as I've never got very far into it. But those bits already seen suggest *Mindshadow* is every bit as fun as *Borrowed Time*, both of which are available on all three systems dealt with in this feature . . . nice one Activision!

BUY
CLIMB
DIG
DROP
ENTER
FOLLOW
GET
GIVE
LOOK
OPEN
SEARCH
STRIKE
TALK

ALL
BEACH
BOAT
BOX
HUT
MAN
OCEAN
TREE

RETURN

N
W E
S

A trail marked by an ominous warning sign, leads into a forest and some high mountains.
Command > GO NORTH
You are lost in the mountains.
Command >

A MIND FOREVER VOYAGING

Infocom have long been famous for their disk-based, text-only adventures such as the *Zork* trilogy and the more recent *Hitchikers Guide to the Galaxy*.

To date all Infocom's games have been converted to a multitude of different computers (normally in excess of 18 or 20) including eight bit systems like the 64, TRS80 and now the Amstrad. This has meant that all their games (which are identical on every system) have been restricted in scope by the most limiting of the eventual target machines.

A Mind Forever Voyaging (AMFV) represents a departure from this policy as it is designed to run on 16 bit systems only, meaning the palette from which it has been fashioned is far richer and more varied than all Infocom's previous adventures.

The years is 2031. The world is on the brink of chaos. Crime and urban decay are rampant. The use of 'joybooths' to 'tune-out' is becoming more widespread every day. The superpower race to develop the ultimate missile defence system has ended in a draw sparking off an even more ominous race to develop miniature nuclear weapons small enough to be smuggled past security systems in a jacket pocket. Yes, things are not good and they look like getting worse.

Enter Senator Richard Ryder, who, together with leaders from government, the universities and business, announces the plan for Renewed National Purpose. "Only one thing stands between the Plan and it's adoption: a test of its validity."

Enter PRISM the world's first sentient machine. The theory behind PRISM's development was to make its programming as similar to the 'programming' of the human mind as possible . . . the human experience would be simulated from the very first day of life!

This soliptic programming process, as it is known, takes almost as long as the events it simulates. After 11 years PRISM, within the context of the simulation, is now about 20 years old, but how will this 20-year-old react when he's told that he's a computer?

You play the part of PRISM 'awakened' from your simulated life, you have your true nature revealed to you several years ahead of schedule. You have been chosen to use your unique abilities to enter a simulation of the future based on the tenets of the plan.

As PRISM there are five 'modes' that you can enter. These are communications, library, interface, sleep and simulations. Space prohibits detailed blurbs on each but suffice is to say that comm's and sleep are self explanatory, while library mode allows you to sift through reams of pertinent data and background info concerning life in 2031, you, the Plan and many other related subjects. The shear volume of text here is a direct consequence of the increased memory in which AMFV has to run.

After 20 or so hours looking at *AMFV* I get the feeling that I have done little more than scratch the surface of what looks like another fascinating piece of interactive fiction.

continued ►

ATARI ST

ATARI ST

ATARI ST

SUNDOG

A relative newcomer to the game software scene is FTL, a San Diego based outfit who have recently released their first game for the ST entitled *Sundog*.

Sundog is a science fiction adventure game set in the Jebal Imperial Protectorate, a loosely-knit federation of planets. The main action takes place in the Drahew region, a cluster of 12 systems incorporating 18 inhabited planets. You can move between systems planets and cities as well as wander about inside each city.

The story has it that your uncle has recently died under suspicious circumstances leaving you three things: some money, a one-man star fighter — the Sundog — and a contract he signed to help in the building of a colony for a religious group.

You have three tasks. First locate the colony, which is called Banville. All you know is that it's somewhere on the planet Jondd. Second, with the money from your uncle, find, buy and deliver all the goods necessary to finish building the colony. Third, find the cryogenically-frozen colonists, who are located in warehouses scattered all over the Drahew region, and take them back to the colony as required.

The game is played in different modes from the control deck of your fighter to driving and walking around the cities. The graphics change between modes to show you in different environments from different views.

Unfortunately, despite a nice idea and some lovely graphical moments, the overriding task of locating and trading various commodities in order to build a colony becomes repetitive after a while and it becomes apparent that the game, for all its nice little touches, is far too shallow to be considered a standard-bearer for ST entertainment.

COLOUR-SPACE

Jeff Minter has launched some zany products in the past but in *Colourspace* he has put together a box of retina benders with which you can create visually outrageous patterns of infinite shape, colour and movement . . . a do-it-yourself lasarium in the comfort of your own computer den.

Described by Minter as a 'light synthesiser, *Colourspace* is a third generation derivative of *Psychedelia* which appeared on the 64 about 18 months ago. All Minter's synthesisers are jam packed with functions and presets which allow you to create complex pattern sequences and then draw with them by moving a joystick or, in the ST's case, a mouse. The results even a novice 'spacer' can achieve are quite staggering and really put the ST's graphics chip through its paces.

"It's not a game" says Minter "it does not fit into any category. It is the video equivalent of a guitar; a guitar has no intrinsically useful function, but the playing of it provides pleasure . . . *Colourspace* allows the same creative pleasure to be applied to light shows."

It is true to say you get out of *Colourspace* what you put in and those not into making pretty patterns on the screen should look for their kicks elsewhere. Those of us, however, who fancy the idea of playing around with pattern expansion modes, starfield effects, rotating colour flows, auto-strobe, streak cluster lengths and key triggered colour events not to mention about 100 other controls, will thrill to the special effects the ST and *Colourspace* between them make possible.

THE PAWN

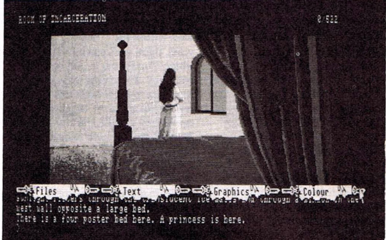
About a year ago an adventure game called *The Pawn* was released for the QL with little more than a ripple of public reaction or praise. Now that *The Pawn* has been released for a range of sensible machines, notably the ST, it is, quite rightly, attracting attention from all quarters.

Written and programmed by Magnetic Scrolls, *The Pawn* is set in the magical world of Kerovnia during a period of great social upheaval. King Eric is having a hard time of it! Public opinion has been turning against him ever since he banished the Roobikyoub dwarfs following the assassination of his beloved Queen Jendah II although the real facts behind her death were never released.

You arrive on the scene just as everything is starting to come to a head. Everybody seems to want you for one reason or another, you are a pawn that they all want to manipulate for their own ends.

Three main things make *The Pawn* stand out from the crowd; they are the graphics, the parser and the detail and humour of the text descriptions.

There are 35 full colour pictures to lend atmospheric support to the location descriptions (not that they need it). These 'works of art' far exceed anything else seen on the ST. For added cheek Scrolls have emulated the Amiga's operating system by allowing you to pull each picture up and down the screen like a venetian blind thus allowing you to



choose your own balance between text and graphics. Incidentally the opening screen is a graphical delight which defies every rule in Atari's handbook and rumour has it that an equally outrageous pickie awaits those smart enough to finish *The Pawn* with a maximum score of 350.

The parser developed by Scrolls is clever, although sometimes one gets the impression that is has been designed to impress with party pieces like:

"Get all except the cases but not the violin case then kill the man eating shrew with the contents of the violin case. Remove the shrew's tail and use it to tie the pole and the noose together.'

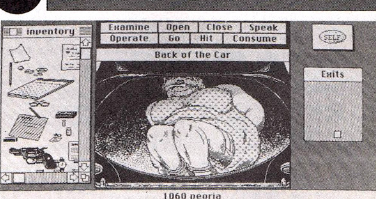
Impressive stuff but hardly the kind of sentence mere humans would use. And yet much more simple sentences reveal a few niggles which mar an otherwise excellent parser. An example of this is the discrimination made between the singular and plural of certain nouns, especially door(s), 'open the door' I typed only to be told there is no door here. The same sentence using the word 'doors' has the desired reaction . . . somewhat pedantic!

Quite the best thing about *The Pawn* is the dry, cynical humour that creeps into many of the location and character descriptions used to such great effect to parody many other 'lesser' adventures.

Overall *The Pawn* is a most professionally produced, packaged and marketed product. Magnetic Scrolls and Rainbird Software have alot to be proud of.



MAC



DEJA VU

Most CESs (Consumer Electronics Shows) in the States are remembered for one or two products, hardware or software, that were really something special. One remembers with nostalgia the first fleeting glances of a real live Commodore 64 (albeit connected to half a ton of circuitry under the stand), or the excitement with which the Colecovision system was greeted (Amen)! The 1985 summer CES in Chicago also provided us with something which may yet prove to be a landmark in game design, although one could be forgiven for missing it as it was hidden from view most of the time by enthusiastic buyers.

The program causing all the fuss is called *Deja Vu* and has just been release in this country by the entertaining Mirrorsoft.

Deja Vu is an adventure game that can be played almost entirely with a mouse! There is no need to work out what to 'say' to the program as communication is done using eight icons: Examine, open, close, speak,

operate, go, hit and consume.

Because these can be used with each other, and with objects a player is carrying a surprisingly large number of actions can be instigated using this very simple method of input.

Deja Vu takes full advantage of the Mac's windowing capabilities by effectively assinging a separate window (or graphical inventory) for almost every object that can physically contain something else (including you). An example of this can be seen at the very start of the game when you find yourself on the floor of a men's washroom having received a severe blow on the head which has left you with anmesia. On the door of the loo is a raincoat which can be picked up simply by moving the cursor over it and, while keeping the button pressed, moving the coat into the window marked inventory. You now have the coat and can look inside it by pressing 'open' then 'raincoat'.

Once the cursor is pressed over the coat, a separate window appears showing all the items contained in the coat. One of these is a wallet and this too can be opened to reveal yet another window showing the wallet's contents each of which, in turn, can be examined.

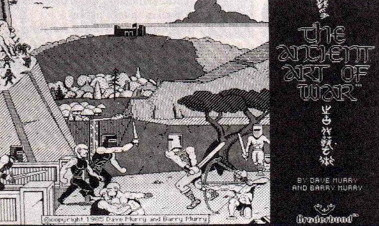
The adventure itself drops the player in a situation where he has virtually nothing and remembers even less. Everyone else, however, seems to know exactly what's going on . . . those that are still alive that is! And why is everyone trying to kill you? The textual descriptions of all the locations and people you may meet are humorous and atmospheric, really making you feel you're back in Gangsterville in the 20s or 30s.

But the thing that sets *Deja Vu* streets ahead of anything else is the way the player can interact with most parts of each of the 60 or more location pictures simply by moving the cursor over the required screen element. A graphical example of this can be found in a bedroom where you stumble across a lady in a bed asleep. Only her head can be seen above the bedclothes; however you can actually pick her up and carry her across the room.

If you can get remotely close to a Mac you have to see *Deja Vu* . . . it's a revelation.

THE ART OF WAR

In 400 BC a Chinese philosopher called Sun Tzu wrote *The Art of War*, in which he outlined planning and strategy at war. *The Art of War* (TAW) has been studied by some of the most brilliant military minds in history. The Mongol leader Genghis Khan based his own thinking on TAW and created one of the most awesome armies the world has ever known. It is widely held that the young Napoleon was inspired by the 1782 translation of TAW while Mao Tse Tung was greatly influenced by the work when writing his Little Red Book. *The Art of War* is as valid today as it was 25 centuries ago when it was written.



Broderbund's *The Ancient Art of War* is inspired by Sun Tzu's philosophy and pits you against eight contrasting generals including Genghis Khan, Julius Caesar, Alexander the Great, Athena and Sun Tzu himself. There are eleven campaigns from which to choose ranging from a straight race to capture two flags abandoned in the north to 'the Islands of Doom'. Each campaign requires different skills to succeed and each of the generals exhibit different characteristics which reflect the principles of warfare prevalent in their lifetime.

In each of the campaigns you start off with a certain number of troops (normally a combination of archers, knights and barbarians) although you can create your own campaigns with the comprehensive construction kit which comes with the package.

Invariably you are outnumbered by the enemy! Each group of your troops have their own condition and food levels which must be constantly monitored to prevent them from dying of starvation or exhaustion. Groups can also be given different formations which are critical in combat situations where, for example, you would never have archers at the front as enemy knights or barbarians could get to them too quickly.

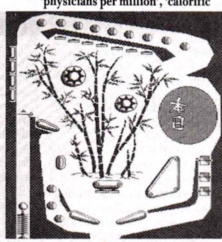
Troops are moved over a scrolling map and the computer allows you to 'zoom' in on specific skirmishes to orchestrate proceedings personally, although battles will be fought automatically in your absence.

Various displays give information as to the relative fortunes of both sides at any time during the campaign and time can be speeded up during periods of little contact with the enemy.

Even if you have no interest in, or empathy with, the concept of war this superbly-designed program is a fascinating study in tactics, planning and patience.

PINBALL CONSTRUCT SET

One of the original 'construction sets' was Bill Budge's *Pinball Construction Set* (*PCS*) which was launched back in 1982 on the Apple II series machines. It has since been converted to various machines including the Commodore 64 and Atari 800. By far the best version of the game so far is the conversion for the Mac which takes full advantage of the graphical and sound capabilities of the machine to give a pinball program so authentic it'll have you 'tilting' your Mac before you know it!



The program's features could fill a book but some of the more interesting include a palette of some 40 parts from which the basic table can be designed plus the facility to interface with Macpaint which allows you to paint the boards and back drops of your games. A toolbox enables you to nail, wire, edit and change the shape of many of the primitives used in the *PCS* which allows for an almost limitless number of designs.

Physical characteristics, such as gravity, bumper power, ball speed and bounce, game logic and scoring can all be 'tweaked' to suit individual taste.

Mac *PCS* uses authentic digitised sound effects sampled from real pinball machines which together with the realistic ball movement and the 'hands on' sculpting set make *The Pinball Construction Set* far and away the best of its ilk.

BALANCE OF POWER

Another impressive package, from the same stable as *Deja Vu*, is *Balance of Power*, a game (if this subject can ever be described in such light terms) of geopolitics in the nuclear age. As either the President of the United States or the General Secretary of the USSR the fate of your nation — and of the world — rests in your hands!

Unlike most games, success in *Balance of Power* (*BOP*) comes to those who know when to back down in an international fracas as well as when to stick to your guns.

On loading *Balance of Power* you are presented with a detailed map of the world over which the cursor can be moved to highlight specific countries for more information. And it's on the information side that the increased memory and speed of 16 bit technology really comes into its own because at the core of the program is a database which simulates the political profile of the globe and which can be interrogated for such esoteric information as 'physicians per million', 'calorific intake' or 'school enrollment' for almost any country you care to name!

Although the aim of the game is to enhance your country's prestige at the expense of the opposition the number of different ways in which this can be achieved is comprehensive to say the least. Imagine yourself reclining in the Oval office mulling over a piece of news just in from the CIA: "Soviet government sends large military forces to assist Syrian regime".

The kinds of things that you, as the

continued ▶

US's Mr Big, may be contemplating would include intervention and/or economic aid for the rebels, the making or breaking of treaties financial or otherwise and many others besides. You can even reassess your country's diplomatic stance in the light of this new information and may wish to carry out quiet diplomacy, public posturing, moderate pressure, intense pressure or even a diplomatic offensive.

Of course the effectiveness of any of the above in pursuading the Soviets to reconsider their actions will depend on many factors including how important a piece of Syria is in the Soviet's global jigsaw and how much of a song and dance you make over the issue. Of course, if neither side backs down the situation may escalate into nuclear war in which case NOBODY WINS.

As with many 16 bit programs it would take an entire magazine to even briefly touch on all the mathematical models and research that has gone into *Balance of Power*. Some 20 books are cited in the bibliography of quite the most comprehensive, well written and readable instruction manual/companion that this reviewer has seen in more than ten years of playing computer and video games . . . the scale and authenticity of *Balance of Power* has to be seen to be believed.

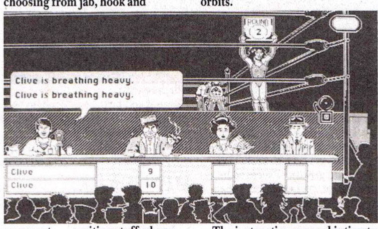
BOXING

If you thought Barry's, Frank's or anybody else's boxing games was good a couple of rounds with Sierra's *Championship Boxing* would put them in their place. Again the advantages of 16 bit technology are there for all to see. Not only can you recreate many of the greatest matches of all time but you can also 'custom build' your own boxer specifying many of his characteristics such as age, weight, reach, best punch, accuracy, aggressiveness, killer instinct and even his past record of cuts and injuries. Your boxer's fighting ability is also likely to be affected by the way you answer questions on how hard he hits, his ability to take a punch and when he starts to get tired.

The bouts themselves take various forms both in the number and length of each round, the method of scoring used and, best of all, the way in which you control your boxer.

For those of you whose hands get tied in knots just thinking about a joystick there is a strategy mode which allows you to manage your boxer without throwing his punches for him. You can use action keys to shout instructions from the corner and the likelihood of your man taking the advice depends on how tired he is and the soundness of what you're saying. Certain other keys can be used to change his general strategy in between rounds.

In arcade mode it's up to you to control your boxer's every move choosing from jab, hook and uppercut . . . exciting stuff where timing and correct choice of punch is vital.



The program comes with four booklets entitled 'History of Boxing', 'Program Guide', 'How to Play' and 'Boxing Clinic'. The latter is a humorously written blow-by-blow account of the dos and don'ts of boxing.

"All body shots are painful . . . even if a boxer gets back up, he may collapse from the pain. Chin and temple shots are not painful, but can send the recipient to a whole other planet!

Should be a knock out!

ORBITER

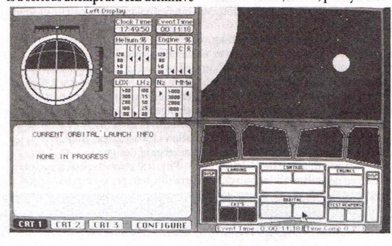
One of the new product releases at this year's Mac Show in San Fransisco was *Orbiter*, a shuttle simulation of great depth and realism, which generated ripples of excitement amongst those visiting the show. So much so, in fact, that Mirrorsoft boss Jim Mackonochie snapped up the UK distribution rights for this and one other Spectrum Holobyte product, *Gato*.

Coming in the wake of the Challenger accident the release of *Orbiter* could have come at a better time for Mirrorsoft, nevertheless this is a serious attempt at THE definitive shuttle simulation which deserves to do well in spite of public disillusionment with the real thing.

Orbiter puts you in command of a space shuttle which you must take on a series of missions ranging from the repair of previously-launched satellites to MMU (Manned Manoeuvring Unit) walks to the launch of new satellites in specific orbits.

The instruction manual intimates that after experience is gained, by successfully completing a number of missions, you will be asked to build space stations and a skylab.

Browsing through the 75-page manual one gets an idea of how much is in this program. From the excellent software speech as mission control 'beams up' prompts and instructions to the clever way in which the many screen displays are configured to the useful time compression feature for those boring moments in space. *Orbiter* has it all, and is dedicated to the seven astronauts who lost their lives.



GATO

One of the best chart performers in the States during the past twelve months has been a world war two GATO-class simulation simply entitled *Gato*. Although it has done for Billboard's software charts what Simon and Garfunkel's greatest hits did for their record charts.

At the start of the game you will be given a mission in the form of a coded message and will be judged on your ability to operate and navigate your sub as you attempt to achieve your mission objectives.

There are the obligatory million and one buttons, levers, pulleys and displays all of which help to pass the time as you stalk your prey and prepare for the final assault with all torpedo tubes open and primed.

Gato is well researched and presented on screen but somehow lacks the bite of some of the other Mac packages around . . . definitely 'sub' standard unless you are into this kind of thing.



SUMMARY

The above are just a few of the wealth of new and converted games being released on 16 bit machines. Many more were not included because some space in C+VG has to be devoted to 8 bit software . . oh, well.

The emergence of the Atari ST as an affordable entry into the world of the 68000 chip has acted as a catalyst which has stimulated many publishers of the 'wait and see' club to invest in the development of entertainment software for this and other 16 bit machines.

The game software market can only survive in a climate of change and innovation. This innovation cannot only come from designers and programers (who have already eked about as much out of the Spectrum as possible) but must also come from the hardware manufacturers who continue to be too embarrassed to admit that their machines will be used for games.

That aside, the future for 16 bit games looks assured with many publishers on both sides of the Atlantic coming down off the fence on the side of progress.

The next few months should see the release of a number of new titles for the ST and the Amiga from companies such as Anirog, Rainbird, Activision, Microdeal, Precision, The Edge, English, Ariolasoft, Talent, Mirrorsoft and and of course US Gold. From the US itself we can expect more from Infocom.

With support like this it is difficult to see the ST not becoming the Commodore 64 of the late 80's. The Amiga, on the other hand, while appearing to be aimed squarely at the games market from a features point of view, certainly does not have a price tag to back this up. Commodore are undoubtably trying to milk the more lucrative business marketing opportunities open to them before considering 'cheapening' (in more senses than one) the Amiga.

With the increased memory and processing power of the 16 bit machines designers, programmers and, most importantly, you the games playing public look set to have a field day!

ends here ◄



MICROSELL

MICROSELLS — It costs only £1 to advertise in Microsell!

Wanted: Latest Atari disk software. For sale: Atari thermal printer, £35 ono; US Doubler, £25 ono; Spectrum data recorder, VTX modem, Kempston interface, 40 original games, £160 ono; CBM16, recorder, software, £40 ono. Will consider exchange for CBM64 or anything Atari. Phone Birmingham (021) 747 3618, Nigel

Spectrum 48K software, all originals, for sale: Alien 8, The Planets, Hotshots, Knight Lore, £5.50 each. Bored of the Rings, Avalon, DragonTorc and KoKotoni Wilf, £4 each. Action Biker, Cosmic Cruiser and Survival, £1 each. Reply to C. Hopper, 13 Cornwall Gardens, Brighton BN1 6PH.

Amstrad owner would like to swap Supertest, Fighting Warrior, Snooker and would like Sam Fox, Get Dexter or Alien Highway. Tape originals only. Phone Richard on 0602 394281 after 4pm.

For Sale: Commodore MPS 803 printer, two months old and used only twice. Was £149.99. Sell for £60 or willing to swap for Commodore modem. Phone Ben 01-692 2957 after 5pm.

Amstrad 464 plus colour monitor. Only six months old and in excellent condition. Also including over 80 games with cassette holders, magazines, manual, computer care kit. Boxed as new. Sell for £300. Ring Simon on 0943 75608 (4pm to 10pm).

All BBC users out there! Pen Pals wanted to swap games, information etc. Please include your lists of games, all letters answered. Write to Christopher Brooks at 'Seawards', Lydcott Lane, Widegates, Nr Looe, Cornwall PL13 1QJ.

Acorn Electron games to sell, 47 in all. Mineshaft, Repton, Sim Football Manager and many more. Prices range from £6 to £1. Write to J. Paka Jnr, 75 Summerfield Crescent, Edgbaston, Birmingham B16 0EW. Enclose SAE for list and telephone number.

Amstrad CPC 464 plus TV modulator and games. Never used, five months old, £150. Also Atari 600 XL, bargain £35 postage free in GB. Offers. Tel: (061) 707 3965 after 5pm.

Spectrum, lightpen, data recorder and 36 top games including Movie, "V", and Gunfright, all £140. Will sell separately. Waltham Cross 26134.

For sale: Five sets of 10 Amstrad games, each set £30. Send cheque or postal order to Mr M. Laing, 27 Cornhill Terrace, Aberdeen AB2 5YP, Scotland.

For sale: Intellivision, video games system, still boxed, excellent condition with 10 games including Soccer, Burgertime, Boxing and other great games. Includes box to hold games. Worth £180 will sell for £80 ono. Phone 664 2841, outside London 0689-42841.

Commodore 64 games to swap. Have over 1,200 games on disk and tape. Send list for prompt reply to A. Hall, 33 Fransham Road, Pallister Park, Middlesbrough, Cleveland TS3 8PY.

CBM 64, CZN, Wico 3-way, joystick, £450 of games including Uridium, Paradroid, Wiz. Lair, Dropzone Arc, Yesod and others. Also Adventures, Level 9, LoR etc. Many magazines, worth £100+. Worth £700, the lot for £250. Tel: Soton (0703) 766486 evenings.

For sale: Commodore 8250, two megabyte dual disk drive, leads etc. Works with all Commodores. Excellent condition, worth £900. Must sell for £350 ono. Tel: 021-771 1383 and ask for Anje.

Spectrum games for sale. Over 100 games for sale at very low prices. Commando, Bomb Jack, Winter Games, £4 each. Moon Cresta, Frankie, Baseball, £3.50 and many more. Also Prism modem, £25 brand new. Currah USpeach only £10. Send SAE to K. Burnham, 63 Sandhurst Avenue, Hodge Hill, Birmingham.

Complete computer system. BBC B, Acorn DS 800K dual drive, Microvitec M.Res colour monitor, Star D.M. printer — tractor or friction feed plus over £200 of software. Replay and Disc Doctor Roms. New over £1,750. Sell for only £650. Tel: 064-385-204 after 7pm.

Commodore 64 with fitted reset button, complete with leads, user manual, transformer and box. Commodore CZN cassette recorder with box. Over 40 titles of software, computer dust cover, manuals and magazines. Will sell for £150 ono. Tel: Holyhead (0407) 4725.

BBC B games for sale. Many top titles on cassette. All originals in mint condition. Most less than half price. For list send an SAE to: Mark Rendle, 72 Ashby Avenue, Chessington, Surrey KT9 2BU.

Atari 800XL and 1050 disk drive with Lazer Enhasment will copy protected disks plus lots of software on disks including latest games, £230. Will split. Ring 01-597 7787.

Plus 4 computerised magazine plus benefits of user group. For details send SAE to G. Smith, 14 Beach Hill, Wellington, Somerset. Also software (64K) for sale.

For sale: Spectrum+, VTX 5000 modem, Kempston joystick interface, dust cover, software. Excellent condition, £110 ono. Phone: Newquay 872902 evenings.

Atari 800XL, data recorder, Quickshot II joystick, manuals, books and over 80 top quality games, £120. Write to Jason McKewon, 21 Frederick St, Nth Meadowfield, Durham OH7 8NB. Also interested in software swaps. Phone: Durham 781326.

For sale: Commodore 64 games on tape and disk at give away prices. For details send SAE to G. McGibbon, 58 Church Street, Coatbridge, Scotland ML5 3DP.

Commodore 64 owner wants to swap software with people everywhere. Have hundreds of games on disk and cassette. Every letter answered. Send lists to Peter Goodyear, 10 Ilynton Avenue, Winterslow, Salisbury, Wilts, England.

C64 owner wants to swap disk software anywhere in the world. I have 700+ titles. I promise every letter will get a reply. Write to P. B. McNichol, 12 Yearlsley Grove, Huntingdon, York YO3 9BX now.

Your programs to microdrive. Send one cassette with two programmes (no originals) plus one formatted m/drive cartridge, plus £1.50 inc p&p, to Jim Brown, 8 Harris Court, Dreghorn, Ayrshire KA11 4JR.

Commodore 64 games to sell or swap on disc/cassette. All the latest titles. Please write to R. Mansfield, 117 Westrow Drive, Barking, Essex IG11 9BW, or phone (01) 591 6996 any time Saturday or Sunday morning.

Yugoslav cracking service. Commodore C64 & PC128. We want to swap all over the world. Overseas specially. Almost new things, please no beginners, disk and tape. Just send your new lists. Thanks! YU.C.S., Na Produ 38, YU-62391 Prevalje, Yugoslavia, Europe.

Core — an excellent adventure game for CBM 64, tape only, £2. Over 75 locations. Send £2 now to Derek Doran, 3 Glenavlin Park, Chapelizod, Dublin 20, Eire.

CBM 64 software to swop, tape or disk, many new titles. Phone: Peter on (0707) 874336 or write my list for yours. P. Hrouda, 2 Farm Close, Cuffley, Herts EN6 4RQ.



DRAGON'S LAIR

Dare you enter the lair of the dragon and face the ultimate peril to rescue Princess Daphne?

Yes, *Dragon's Lair*, Magicom's arcade smash and one of the first laser-disc games to reach the UK, is now available for your computer.

C+VG braved the wrath of the fire breathing monster — the wonderfully named Singe — to bring you this exclusive preview of Software Projects' new game.

The game's main programmer, John Parnell, has been working on the game for the past six months. The action closely follows that of the arcade original.

There are eight levels of play in which you, playing the part of Dirk the Daring, must react to situations dictated by the computer. Points are scored for vanquishing the various foes found in Singe's lair, overcoming obstacles, finding treasure and conquering the various rooms. It's interesting to note that the next level is loaded into the computer as you play. "As far as I know that's never been done before," says John.

THE FALLING DISK

The game opens with Dirk standing on a ledge. He must leap on a large disk which is plunging towards a bubbling inferno of lava. The idea is then to jump off at a lower level to get access to other parts of the lair. Simple? Don't believe it. It's fairly easy to get on the disk but air genies materialise around you and try to blow you off the disk. The only way to defeat them is to run at them. But it's hard work — there are seven of them!

SKULL HALLWAY

Look before you leap as skeletal hands clutch at you out of the darkness, bats swoop and you get stuck in goo. Sword play and quick moves are vital. But don't move to quickly — or too late.

THE BURNING ROPES

Here it's a touch of the Tarazans. Dirk must swing from rope to rope. Time is all important but don't wait too long. A raging inferno will errupt and turn you into a crisp.

THE WEAPONS ROOM

This is another screen which requires skilfull sword play and the ability to time your jumps. Watch out for the weapons. They have lives of their own.

RAMPS AND GIDDY GOONS

Dirk has to jump from ramp to ramp, killing the goons. Again if you wait too long Dirk will find himself standing in thin air — before plunging into a void.

THE TENTACLE ROOM

This is Singe's laboratory where evil mutants lurk unseen until they strike. Danger can come from above and below.

THE SECOND DISK

This disk takes Dirk to the lowest level's of the Dragon's lair. Air genies again cause problems.

THE DEADLY CHECKERBOARD

Dirk must defeat the Phantom Knight. Not that this evil phantom plays fair. He suddenly disappears only to reappear elsewhere. When he lands on a square the ones near change colour. Touch one of these and it will cost Dirk his life. Dirk must defeat the Phantom Knight with his sword. Watch for the knight to change colour — he then becomes vulnerable.

SLAYING THE DRAGON

Face to face at last with Singe in his lair. Dirk must cross in front of the dragon using boulders as shields from Singe's scorching breath. Dirk must seize the magic sword at the edge of the cliff and kill the dragon. Princess Daphne is then freed.

Dragon Lair was a winner in the arcades and should just be as big a hit on the computer. It's fun, challenging and infuriating addictive We bet you won't be able to resist the lure of the lair.

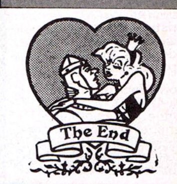
Dragon's Lair will cost £9.95 for the Commodore 64/128, Spectrum 48/128 and Amstrad. On disc for the Amstrad it will be £13.95.

Programmers Profile

Name: John Darnell
Game: Dragon's Lair
Favourite food: Steak
Favourite TV programme: Horizon
Favourite drink: "I don't."
The thing most hated about the computer industry: "The thing that gets me the most is all the hype when there is nothing to back it up."
Other games: Jet Set Willy II and Kane.



Name: Steve Birtles
Born: Manchester
Game: Dragon's Lair (the final screen)
Favourite food: Steak
Favourite drink: Guinness
Favourite TV programme: None
The thing most hated about the computer industry. "The price of games — they're too expensive."
Other games: Jet Set Willy II and Manic Miner on the C16



WATCH THIS SPACE
FOR
FIST II — THE LEGEND CONTINUES

★ ARCA

This month Clare Edgeley lets you have a sneak preview of the sequel to Atari's revolutionary Gauntlet — enter Quartet. She also catches a ride on a rally bike in the arcade's latest racing game, Super Cross II

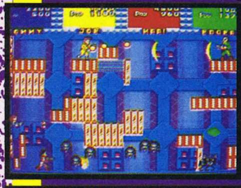
● QUARTET

Yet another cry rings out: Save the space colony from total annihilation. Beat off the aliens and ensure the continuation of your race.

You've heard it all before, but this time the presentation, graphics and playability make up for the deficient story line. *Quartet* is a spin-off from Atari's successful four-player game *Gauntlet*. It is played in much the same manner too, with four characters to control, one for each player. You can join in or leave the running battle whenever you please without disturbing the game for your team mates. And you can play just as well on your own though the maxim of 'The more the merrier' is certainly true. So choose your character — Mary, Joe, Lee or Edger and get zapping.

The plot's simple. Blast your way through each level, fight it out with the boss — a huge mechanical monster — grab the key he drops and go through the door to the next level. However, it's not as easy as it sounds. The first section leads you gently into the game, but from then on the levels become trickier to negotiate and the aliens more cunning in their attack. The graphics are clearer and better defined than those in *Gauntlet*. For one thing the sprites are larger and the background less cluttered. That all leads to an impression of space. And boy do you need it as you leap skywards to avoid headless robots, flying missiles and the like.









There are also objects to collect — a spring, jet boots and a power pack are just a few. Pick these up and your leaps increase in height — vital for your well being — or you'll be able to fly for short periods. However, if you happen to collide with a headless 'bot or one of its equally deadly associates you'll fall to the ground stunned and the power pack will be ripped from your back, all too likely to drop in a horribly inaccessible place. Perhaps on top of a platform where its impossible to reach as you can no longer jump that high. Anyway, it all adds to the challenge.

For protection you also carry a weapon and that can be changed to a more powerful type if you happen across the bouncing ball. This bounds through the screen at fairly regular intervals and changes colour to match those of the characters. If you catch it while it's wearing your colour your weapon will automatically gain in fire power. No matter, if not, you'll get bonus points instead. You can't lose. Obviously with four playing, you stand a better chance against the aliens, especially if you all manage to increase your weapon strength.

I found it easy to play deep into the game, not through skill but because of the continuous play facility. Each time your energy is drained by contact with the nasties, you're given the opportunity to shovel in more money and continue play from the point you died. Very useful, and very expensive!

The graphics are very colourful and in a cartoon style and movement is fluid, especially from one screen to another. In the first two levels you'll be playing against a space backdrop, full of pipes, lunaresque buildings and lots of levels and platforms. On occasion you may even have to crawl under low slung pipes to escape from the aliens.

The third level — and the last one I got to before my money ran out — takes you underground through a long tunnel. It's totally different from the preceeding two screens and consists of a maze of ladders, levels and blocked off walls. Travelling up and down through the twisting labyrinth is a pretty dodgy business. The aliens let fly at close quarters and often there's not even room to jump and escape from them. Watch out for the trapdoors. These flip open and discharge their deadly load whenever you happen to be in the vicinity.

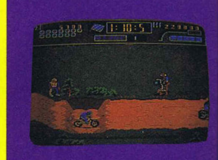
Quartet is extremely addictive and highly playable, and with the option of four playing at once it generates a keen team spirit.

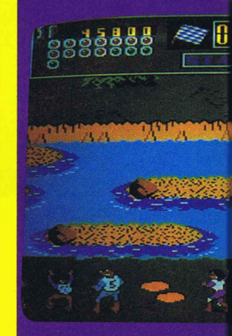
● SUPER CROSS II

You'd think that motorcross would be an exiting sport to stimulate, but you'll probably change your mind after you've seen *Super Cross II*.

This appalling attempt to create a motorbike scramble course nearly drove me round the bend, possibly because I couldn't get to grips with my supercharged steed. At full throttle it seemed to travel at less than walking pace and was pretty sluggish to control. It's like driving through a bowl of custard.

The idea is to get round the obstacle course within a set time to get on the next level which is, of course, a harder obstacle course. The first level is dead easy. Ride up and down sandy slopes, jump a couple of huge ditches — the bike does that automatically — hop across sleeping policemen and logs and you're almost home and







dry. Oh, I forgot, don't collide with the other riders, all computer controlled, or run off the track onto the grass verge. In either case you'll come a cropper and will plop off your bike. Do that too often and you won't get round in the time allowed.

To jump the logs, you have to press the jump button and time it right as your are only able to make the smallest of hops. In further levels you'll come across stray tyres which roll towards you in formation. They're fairly easy to dodge or you could try jumping over them. Occasionally, a 'power up' symbol flashes above your rider's head and you'll need to give extra throttle to get over that obstacle. A grid at the bottom of the screen lets you know how you're doing in that area.

The graphics are basic cartoon style and not that impressive. However, a lot of work has gone into the background scenery and, as you chug round corners, you'll notice TV camera men swinging round to follow your course. It seems that more effort has gone into presenting a pretty and realistic background than has gone into game play.

One feature which Shoji, the manufacturers, have got right is the way you to slide out of control if you take a bend too fast. You really do have to throttle down and ride a careful line through the corner. It's all too easy to skid on to the grass and knock a cameraman flying. Actually it's quite amusing when that happens.

The next level introduces more logs, more slopes and loose tyres and a river. Drive through this sluggish stream avoiding the sandbanks, each of which have a strategically placed rock which will knock you into the drink.

When you compare this with something like Sega's marvellous *Hang-On* — a motorbike racing simulation — you'll see there's no competition. *Super Cross II* wouldn't even make it to the starting line.



Well the Americans haven't beaten us yet when it boils down to the nitty-gritty of who's got the highest score.

We've received a number of challengers to the high scores table printed in the July issue and it just goes to prove that we can run rings round The Yanks!

To kick off, *Andrew Moore* from the Republic of Ireland puts me right on Iron Horse which refers to the train you're riding on as it chugs through the Wild West. In this battle against a gang of masked thugs you're given a choice of weapons: flame throwers, bombs, lassoes and bolas.

And here are Andrew's tips:

1) Duck when you're fighting to reduce the chance of being stabbed or shot in the back.

2) Save the special weapons for the Mexicans who duck down and fire bombs or flames at you.

3) When you get the last carriage — usually an open cattle truck — get in front of the barrels and duck. Stay low and keep firing. Now the only way the gangsters can get you is either by running into your line of fire or by chucking bombs or flames. In any case you known what's coming.

4) Choose the punch option as it's more devastating.

5) Dive into the alcoves in the carriages as the baddies hardly ever follow you in. And use the passageways between the carriages as they have to string out and you can knock them off easier.

6) In the second and subsequent stages keep a watchful eye on the background and dodge the cannon fire. Duck when you see the bald guys as they throw knives at you.

And from *Lee Taylor* of Blackpool, Lancs, comes a tip for infinite lives on *Dragon's Lair*. Play a two player game and let player one lose a life. Then on player two's first man complete the game. Lose player one's remaining men and the machine should go into unlimited lives on player one. This trick will not work with American versions of the game.

Hall of Fame

Mr Do's Castle	679,720	Lee Taylor, Blackpool
IO Yard Fight	123,950	Tim McSmythurs, Kent
Pole Position	110,545	Matthew Bryden, Kent
Elevator Action	106,500	Sukvinder Leader, Leicester
Bomb Jack	2,408,610	Martin Deem, Hampshire
Choplifter	592,030	"
Commando	726,570	"
Hang-On	49,658,320	"
Super Mario Bros.	2,053,250	"
Buggy Boy	81,590	Romano Lindhout, Holland

Beat those if you can. If you have reached new heights and beaten the impossible, why not write into High Scores, Arcade Action, C+VG, 30-32 Farringdon Lane, London EC12R 3AU and enter the Hall of Fame.


THE BUG HUNTERS
REACHING THE TOP FLOOR OF IDEAS CENTRAL, MELISSA AND JACKSON HAVE FORCED A FACE TO FACE CONFRONTATION WITH THE MAN AT THE TOP. THEY ARE ABOUT TO WISH THEY HADN'T...
YOU SEEM TO BE AT A LOSS FOR WORDS MS. RAVENFLAME... MOST SURPRISING...
AFTER ALL, IT'S NOT AS THOUGH WE'RE STRANGERS, YOU AND I...
WE MET JUST A SHORT WHILE AGO...
SURELY YOU REMEMBER OL' FATS... YOU BLEW HIS HEAD OFF! NOT A VERY SOCIABLE ACT...
BUT THEN YOU DON'T SEEM VERY SOCIABLE...
SO LET'S DISPENSE WITH THE PLEASANTRIES
TIME FOR YOU...
TO SEE ME...
AS I TRULY AM...
YOU'VE BOTH GONE EXTREMELY PALE... I DO HOPE YOU TASTE BETTER THAN YOU LOOK... HA HA HA HA
KILL IT, KILL IT, OH MY GOD!.. KALLIBER... KILL IT!!
THE MAN™
WRITTEN & DRAWN by JERRY PARIS ©1986

BARGAIN SOFTWARE:

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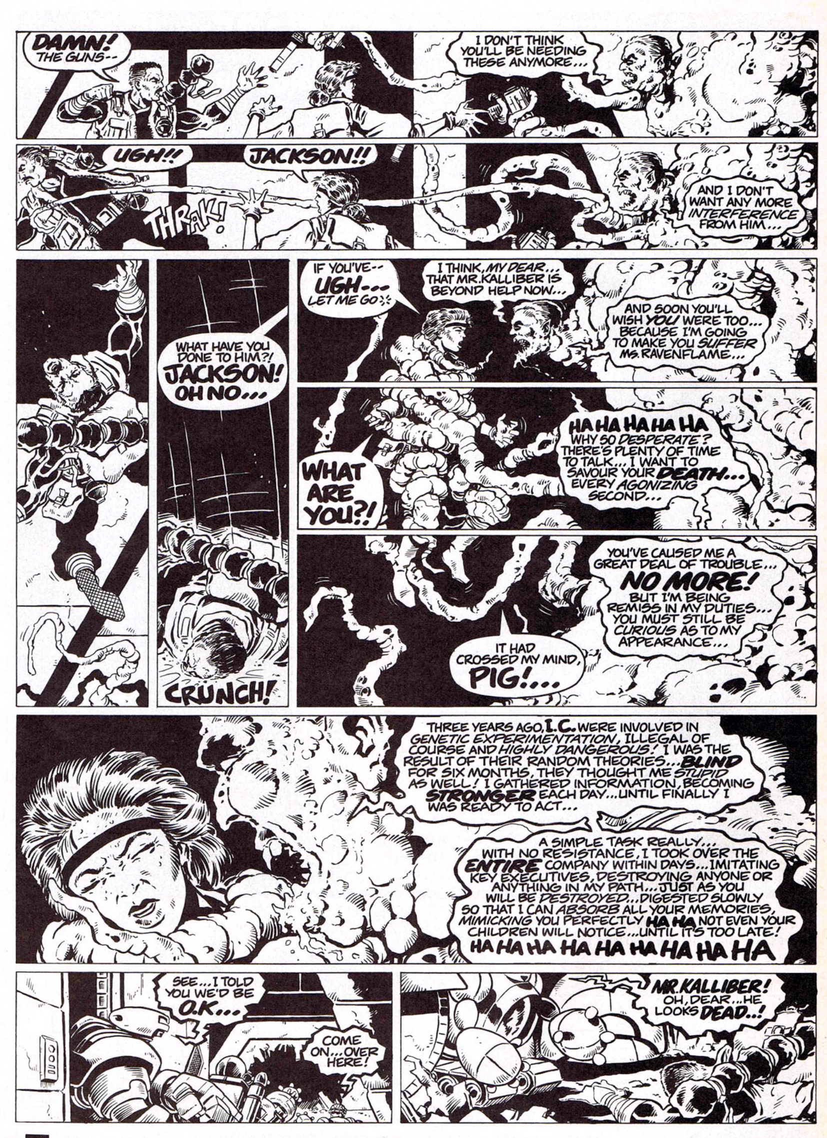
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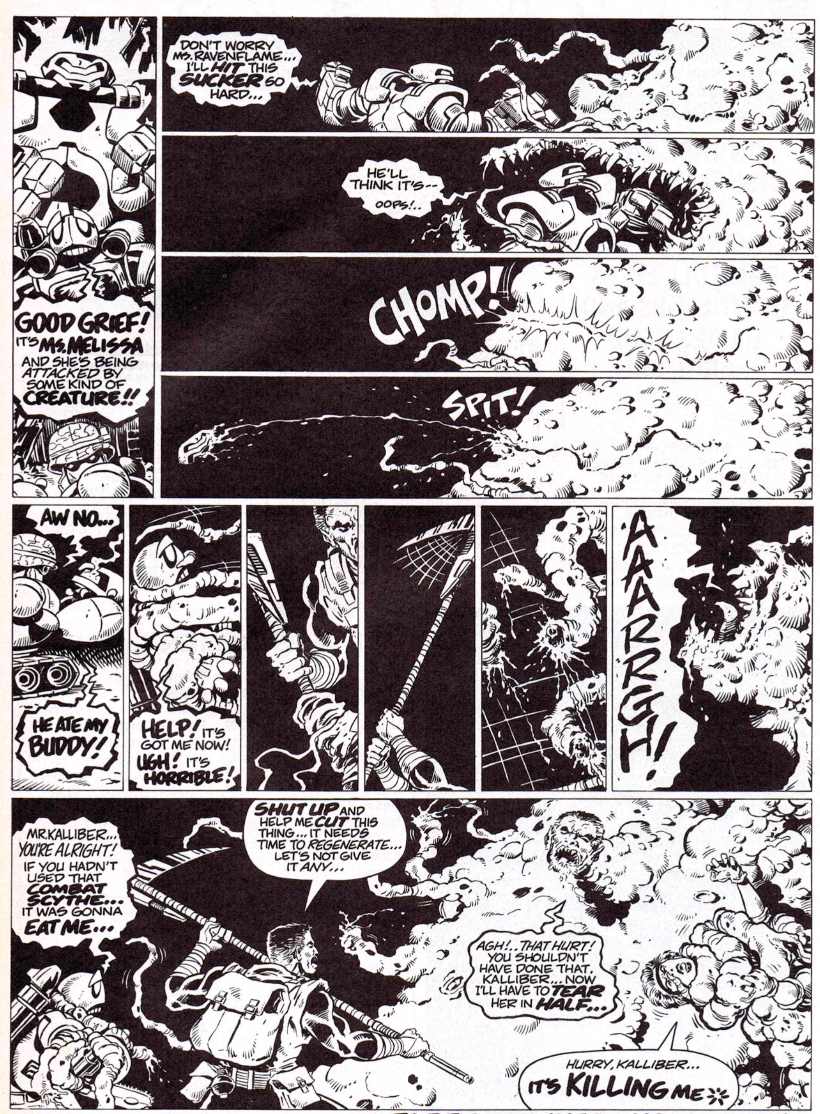
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WHAT HAVE YOU DONE TO HIM?! JACKSON! OH NO...
CRUNCH!
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I THINK, MY DEAR... THAT MR. KALLIBER IS BEYOND HELP NOW...
AND SOON YOU'LL WISH YOU WERE TOO... BECAUSE I'M GOING TO MAKE YOU SUFFER MS. RAVENFLAME...
WHAT ARE YOU?!
HA HA HA HA HA WHY SO DESPERATE? THERE'S PLENTY OF TIME TO TALK... I WANT TO SAVOUR YOUR DEATH... EVERY AGONIZING SECOND...
YOU'VE CAUSED ME A GREAT DEAL OF TROUBLE... NO MORE! BUT I'M BEING REMISS IN MY DUTIES... YOU MUST STILL BE CURIOUS AS TO MY APPEARANCE...
IT HAD CROSSED MY MIND, PIG!...
THREE YEARS AGO, I.C. WERE INVOLVED IN GENETIC EXPERIMENTATION, ILLEGAL OF COURSE AND HIGHLY DANGEROUS! I WAS THE RESULT OF THEIR RANDOM THEORIES... BLIND FOR SIX MONTHS, THEY THOUGHT ME STUPID AS WELL! I GATHERED INFORMATION, BECOMING STRONGER EACH DAY... UNTIL FINALLY I WAS READY TO ACT...
A SIMPLE TASK REALLY... WITH NO RESISTANCE, I TOOK OVER THE ENTIRE COMPANY WITHIN DAYS... IMITATING KEY EXECUTIVES, DESTROYING ANYONE OR ANYTHING IN MY PATH... JUST AS YOU WILL BE DESTROYED... DIGESTED SLOWLY SO THAT I CAN ABSORB ALL YOUR MEMORIES, MIMICKING YOU PERFECTLY HA HA NOT EVEN YOUR CHILDREN WILL NOTICE... UNTIL IT'S TOO LATE!
HA HA HA HA HA HA HA HA HA
SEE... I TOLD YOU WE'D BE O.K...
COME ON... OVER HERE!
MR. KALLIBER! OH, DEAR... HE LOOKS DEAD..!



TO BE CONTINUED--NEXT MONTH...

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If you would like to get in touch with any of the following British readers, please write to them c/o C+VG and I shall pass your letters on. Otherwise, if the reader is from overseas just write to them direct, at the address which follows their letter.

I am a 15-year-old Atari owner and would like to have a penpal from anywhere. I also have a cassette deck and many cassette/cartridge based software. Please get in touch with me.
Andrew Lfejika
Glasgow

I have a Sharp MZ700. I like arcade and adventures. I would be quite happy if anyone in the world with the same computer would contact me.
Seosamb O'Longaigh
Co Cork

I an an addicted 14-year-old BBC owner and would be pleased to hear from any fellow Beeb owners who have a modem and would freely like to swap hints, tips or games using either the modem or post.
Stuart Ager
Kent

I own an Amstrad 464 and would like to have penpals from all over the world. I have nearly 200 titles and would like to swap software.
Torgrim Sandvoll
8523 Elvegard
Norway

My name is Monika Kochanska and I live in the city of Putawy in Poland and have access to a Spectrum ZX. Unfortunately I do not have many programs and would like to hear from other readers.
Monika Kochanska
ul. Sienkiewicza 11/42
24-100 Putawy
woj. lubelskie
Poland

Another reader, also from Norway, is looking for a penpal who owns an Amstrad. He is:
Brogar Waade
Oskar Braatensvei 26
N-7000 Trondheim
Norway

I thought that I would drop you a line and let you know about MSXtra, an amateur magazine I run. The magazine comes out ever two months and it is totally devoted to MSX owners. If you would like to find out more, why not drop me a line c/o C+VG.
M. Smith
Somerset

I have had my Amstrad CPC 464 for a few months and already have quite a few games for it, so, I would like to get in touch with other Amstrad readers.
Christina Smith
Dyfed
S Wales

My name is Imran Iftikhar and I am a student. I have a Spectrum computer, printer, joystick and microdrive. I like adventure games and would like to swap hints etc with other readers.
Imran Iftikhar
36-D Peoples Colony
Faisalabad
Pakistan

I am a 13-year-old Spectrum owner and I collect games. I would like to get in touch with someone who would like to swap software, hints, tips and pokes. If you write to me, please enclose a list of your games.
James A Stroebel
Hrisholt 3
210 Gardabaer
Iceland

I own a Commodore 64 and live in America and was wondering if anyone out there is interested in trading games. If so, please write.
Andrew Borelli
1354 85th Street
Brooklyn
New York
11228
USA

Two friends from Spain have written in and would like penpals who own either a Dragon or Amstrad. Juan Carlos owns the Dragon 32 and his address is:
Juan Carlos Hernandez
Jenaro Oraa 32, 5 Izq
Santurce
Vizcaya
Spain

and Agustin owns an Amstrad
Agustin Sanabria
Jenaro Oraa 32, 7 Dcha
Santurce
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Spain

I am a 15-year-old girl and own a C64. I would like to hear from other C64 owners interested in computer studies as well as games. I am interested in hearing from people abroad as well as this country.
Alison Hotchkes
Nr Chorley

more next month ◄

C+VG Mailbag



COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

Never let a robot do a man's job! Why don't I ever listen to my own advice. Over the past few months Big Red, Otiss and B-Con have been wrecking the Mailbag pages. Now it's my turn — not to wreck them but to restore order. No slick or silly replies from me. Just no nonsense, straight from the shoulder, no beating about the bush, hard hitting and pithy answers. Understood?
Jackson T. Kalliber.

C+VG Star Letter.
Editor's reply: Every month we're going to give £5 for the best letter printed on the Mailbag pages. So keep on writing to Mailbag, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

● I am writing in reply to those letters which criticise program listings. Many are very playable and addictive, but, it is still unfair to compare them with commercial programs.

Apart from being a source of free games, I think listings serve another purpose which their critics overlook. Believe it or not, readers, inside that small games machine there lurks . . . a computer. Yes, and you can use it for things other than just playing games.

Some people actually enjoy trying to program it and C+VG gives them something to aim for. I myself started off by typing in listings, seeing their structure, correcting bugs, improving them and eventually writing my own games. I have since had several published in C+VG, all of which my friends still like to play.

So the point is, C+VG listings gives all 'amateurs" an incentive, in much the same way as your competitions do. The enjoyment is in the doing, whether its map drawing, poster designing, caption writing, or programming. Getting something published is a bonus and it means someone recognises all your hard work.

So how about turning programming into a regular competition? Then maybe more readers would be tempted to try it. You could have a different theme each month, and the best listings could be published together with screen shots and reviews. This would also give readers a better idea of the game before keying it in.

Back in 1984 C+VG typically consisted of 20 per cent listings, most colourfully illustrated. In April 1986 this figure was down to under seven per cent black and white. I would grieve the demise of C+VG listings. Who knows how many of today's top programmers started by typing in a short magazine listing? Besides the Bugs would then be free to cause havoc in other parts of the magazine!
Mark Tuck,
Rugby

● I would like to draw to your readers' attention the excellent service I received from Silica Shop in Kent. My 130XE became faulty on a Monday morning at 11.30. I called Silica Shop at 11.45, explaining the situation and they said they would arrange for collection the next day. One hour later I received a telephone call asking if it would be possible to collect my computer. Two hours later it was on its way to Kent.

I then phoned Mike Savage, the despatch manager, thanking him for prompt collection. Little did I know that within three days I would have a brand new replacement.

If all computer shops gave this sort of service there would be less problems like my friend encountered — he had to wait three months for his C64 to be repaired.
Mr M G Batey,
Norfolk

● Would you be kind enough to send me a catalogue of the computer games you have. If it's possible just for the Atari 800XL. Although I live in Poland and you can buy computers, the programs for them are very difficult to get hold. That's the reason I am writing to you as I wish to enlarge my collection of games.
K Moezka,
Poland

Jackson replies: Sorry, friend, we just don't have a catalogue of computer games. New games are coming onto the market every day so any catalogue would be continually out of date. My advice is to keep all your C+VGs. It's the best reference work you could have.

● I am writing to you for advice. Which software service do you recommend? I have looked at so many but they all seem alike.

As you can see from my address, I live in Australia, which is somewhat of a disadvantage when it comes to your fantastic competitions. The newsagent from which I buy your magazine has just got the April edition in and today is May 23rd. So you can see my predicament — I buy your magazine after the date of whch the competition has finished! Is there any way of getting around this awful situation? If not, what do you suggest?

I really enjoyed your review on *The Pawn*. How can a computer generate such graphics?
Matthew Beeby,
South Australia

Jackson replies: We can airmail you copies of C+VG and they should reach you within 12 to 14 days. But it will cost you £45 for a year for a subscription. As for competitions, Matthew, last year we ran an oversea's readers competition and only one person from Australasia entered — he came from New Zealand.

● How do you get your pictures of arcade games in Arcade Action? Do you use a flash or a special expensive camera? I tried to take some pictures but they did not turn out. Do you have any spare old posters I could have?
Darren Mears,
Suffolk

Jackson replies: The cameras we use are not special just ordinary SLRs — that's Single Lens Reflex. The art is in getting the right shutter speed and lens aperture. Sorry, but we don't have any posters. Try writing to software houses.

● I feel the need to write to you once more concerning the June 1986 issue. I collected my reserved copy from my local newsagent and thought to myself: "This is a bumper issue, nice and thick." On closer examination at home I found that 32 pages of my supposed "bumper issue" consisted of a NatWest OnLine magazine.

While appreciating that all magazines carry inserts for other causes, I think that this was a bit much. Especially as it entailed a careful removal of said magazine in order to avoid damaging C+VG.

I am sure that a lot of people would rather have a games supplement than a bank advertisement. I for one do not wish to see another "Bank Job!" and would prefer a listings book instead.

All grumbles aside, keep up the good work in your magazine pages.
Stephen F Webb,
Stoke-on-Trent

●After the incident involving the spelling of Editorial Assistant Lesly Walker's Christian name, confidence in the editorial was reaching new lows and jewelled daggers were being drawn everywhere, particularly since I have received no token peace offering to buy off my anger.

Anyway time is a great healer and somehow intergalactic war was averted, but now this is just too much . . . why in the Adventure reviews was there the same screen shot for *Terrors of Trantoss* and *Return of Ithaca*?

Once again how did such a glaring error slip through the editorial staff? And this time no using Big Red as a scapegoat — sat on Lesly's typewriter indeed!
Mark Watson
Lancaster

Jackson replies: Okay, Mark, I could dream up some far-fetched excuse about the picure mix-up but you probably wouldn't believe me. This, however, is what happened. Lesly was leading the C+VG team in our daily 6.30am aerobics workout when Big Red decided to go for the "burn." Such were his exercisions that his circuits overheated and he went into a robotic faint, crashed onto the adventure page layouts and caused absolute havoc. The result: a screen shot was printed twice and we've now given up aerobics for the less hectic pleasures of the editor's formation basket-weaving classes. Satisfied, Mark?

● Regarding the letter which appeared in last month's

Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

'Mailbag' concerning a proposed version of Elite for the Atari. I would be grateful if the person who wrote the letter could contact me at the address below. I am very interested to find out where his/her facts come from.

As far as Firebird are concerned, there will NOT be an Atari version of *Elite* and I am astounded to learn from your correspondent that such a version may exist. I, for one, would be intrigued to see it!

Phil Pratt,
Marketing Manager,
Firebird Software,
Wellington House,
Upper St Martins Lane,
WC2H 9DL

● With reference to your answer to Mr Donnelly's letter (C+VG June) — what a load of rubbish. You suffer from lack of space in the same way that your competitors do and yet they can still find the space to print ALL their competition winners — WHY????

I have suffered in much the same way as Mr Donnelly, but I was sent a prize without knowing what it was for — *Costa Capers*, and as you haven't run a competition with this game as a prize, the mystery deepens even further. By not printing results you are condemning many readers to months of frantic and frustrating scanning of your pages for the results.

I, too, entered both the *Commando* competition and the *Fighting Warrior* competition, and the only way that I knew that I hadn't been successful in the *Commando* competition was by looking at the charts and watching it rise past the number five position that I had predicted for it (sorry *Elite*, I will know better next time!).

As for the *Fighting Warrior* competition, the lack of results has been a disgrace, and as about the longest running computer magazine, I would have thought that you would set an example for others to follow, but no, good old C+VG still insists on assuming that all it's readers are telepathic. Besides, your not printing results can cause confusion on two counts. Firstly, there is the problem that I illustrated earlier with *Costa Capers* where a game is sent out with only a compliments slip leaving the recepient in the dark, and secondly, what if a prize you sent out is lost in the post? As the recipient has no idea that they are to get a prize they can do nothing about getting compensation or an explanation form you or the post office.

Maybe that is the crux of the matter, you aren't really bothered about how your readers might feel. I notice that in the last few issues there has been a "discussion" about which is better, Crash or C+VG, I wasn't intending to be drawn into this rather puerile argument, but I feel that I have just one comment to make on the matter, at least Crash (and Sinclair User and Your Sinclair for that matter), CARES about it's readers, not dishing up poor excuses to cover its inadequacies.

Thank you for *Costa Capers*, it is great despite what most of the reviews have said.

Jon Rose,
Bognor Regis

Jackson replies: Beats me why we should send you a copy of Costa Capers, Jon. Guess you're born lucky.

But surely you know which competitions you've entered?

In any event if you reckon it is so easy putting together a mag like C+VG why don't you call the Ed and arrange to come along and see how it is done.

● Did you know that there isn't one software house in Belgium — that I know of — which produces programs for the CBM64? But, in Holland there are some very good software houses. One of them is Radarsoft who produce very good games — their latest being *Kapriolen* and the graphics are terrific. The best of their games is *Eindellos*, which was awarded game of the year in Holland. It's a helicopter game with 500 screens.

I saw your review of *Batman*, do you think Ocean will make a CBM conversion? One last queston, will *Marble Madness* have a CBM version or just an Amiga version?

Michel Crucke,
Belgium

Jackson replies: Not sure about *Marble Madness*, Michel, but we understand *Batman* will be released on the Commodore.

● WARNING!! I have recently purchased US Gold's new football game, *World Cup Carnival*. I was much looking forward to this simulation. But, to my horror, as the game proceeded I recognised the game as an almost exact copy of Artic's *World Cup*.

For people like me, who have already got Artic's game, this came as an immense shock. I felt conned and cheated and my respect for this software house has greatly decreased.

I am just warning other football fanatics about this and I would suggest to buy a copy of Ocean's *Matchday*.

Paul and Keith,
Avon.

Jackson replies: I think your reaction is fairly typical.

● Dear suave, sophisticated, good looking dude, usually known as the Ed. (Not another one after a free T-Shirt! — Ed.) Up to now I have not been able to put pen to paper because I have been too busy reading your mega mag, but, I would like to make a few comments.

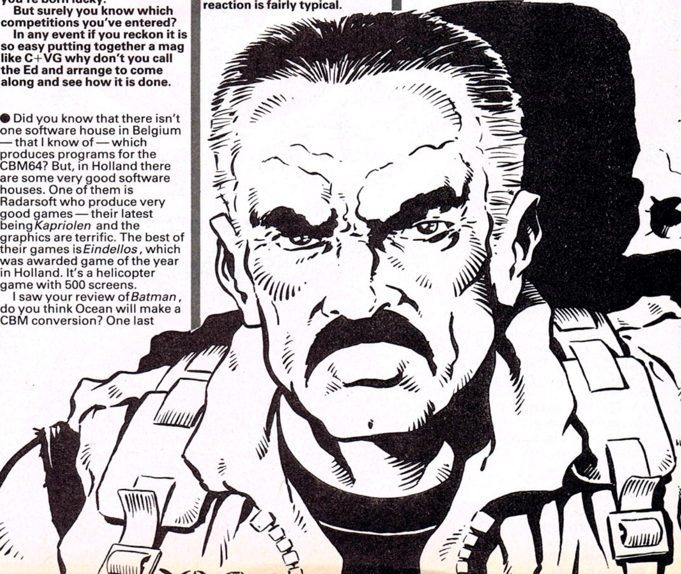
About that listings problem, why don't you, every other month, convert one really good game, sent in by a reader for the BBC, Spec etc.

In between listing months do special features similar to the *Elite* one, review more adventure and arcade games for the BBC and Electron, PLEASE. Could we also have Prof Video back?

Does any one know of a software library to cater for the BBC.

Robin Charlton,
Hexham.

Jackson replies: Off hand we don't know of a BBC software library. And as for Professor Video, he's been wiped for good.

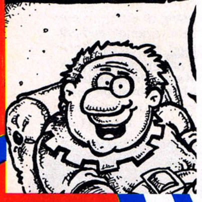


C+VG NEXT MONTH

Trivial Pursuit has sold over 60 million copies worldwide. Now the game is coming to computers with all the added extras the machines can offer. Domark and the ODE programming team are the people taking this daunting task of converting the world's best known board game And in September's C+VG we tell you how it's been done and if the game manages to capture all the spirit of the original.



Oh Boggit! Delta 4's latest spoof adventure is soon to be released and to celebrate the fact we're bringing you a special Boggit competition next issue. You could be the proud owner of Bimbo Faggin's very own midi hi-fi system as stolen from his little round hole by a greedy dwarf. Don't miss this amazing adventure event coming your way on August 16th.



You've read about M.U.D. — now learn about all the other interactive modem-linked games you can use to bring a whole world of fantasy and adventure into your front room.

PLUS: Kirel — Addictive's gripping game starring the cute little blob is the subject of a C+VG map special next month.

PLUS: Vic owner's don't despair. There's a special Viva Vic software competition for you to enter!

PLUS: The best adventure pages in the world feature an in depth look at Delta 4 and their zany adventures.

You could win all the Jewels of Darkness if you're brave enough to enter our Level 9/Rainbird Glittering Prizes competition. £200 worth of extremely priceless items from top jewellers, H. Samuels could belong to some lucky C+VG adventurers. If you want to get your hands on some hidden treasure you know what to do!

If you want to be a cool customer as you sizzle slowly in the summer heat then you've just GOT to have a copy of C+VG next issue. Why? Because we're bringing you a special preview of Design Design's first mega-game based on the cult comic character Rogue Trooper. Rogue is a Genetic Infantryman, aided by three useful biochips, Gunner Helm and Bagman. Watch for the cool blue hero in C+VG next issue.



ALREADY A NUMBER 1 BEST SELLER
THRUST
COMPATIBLE WITH THE BBC B, B+ AND MASTER SERIES
The first mission — destroy the reactor for a bonus score.
Retrieve the Pod and make your escape.
Collect the fuel and steer clear of the limpet guns.
Shoot the activator to open the sliding entrance door.
REVIEWS OF THRUST ALREADY PUBLISHED
Zzap! 64: "The most enjoyable game we've played for ages..." — A ZZAP! SIZZLER.
Computer & Video Games: "Thrust is a simple but totally addictive game..." — A C+VG HIT!
BBC MICRO
ELECTRON
Now available for the BBC Micro and Electron
The Commodore-64 version of Thrust (published by Firebird Software) shot immediately to No.1 in the software charts and was greeted with rave reviews throughout the computer press. Equally addictive and just as enjoyable, the BBC Micro and Electron versions of the game are set to emulate this performance.
Thrust is simple, fun-to-play, yet totally realistic and intensely challenging. Your mission is to visit 24 planets in turn collecting the Klystron Pods and, if possible, destroying each planet's reactor system. Your spaceship and the pods, which are heavier than the spaceship, move authentically subject to the laws of gravity, inertia and momentum — indeed the game's author, Jeremy Smith holds a First-Class Honours degree in Physics! Careful planning of your manoeuvres is essential in order to prevent the pods swinging out of control and dragging your spaceship to destruction.
To add to the challenge, the planets have different gravity rates and, as you progress through the game, some have "reverse gravity" or "invisible landscapes". They are defended by automatic limpet guns strategically placed to protect the pods and fuel tanks — the only source of replenishment for your limited fuel supply. The smooth screen-scrolling, which is exemplary, and the realistic action gives the player a fascinating feeling of floating through space.
PRICE: £7.95 (cassette), £11.95 (BBC disc)
COMPETITION COMPETITION COMPETITION COMPETITION
If you complete the mission by collecting the pods from all 24 planets, you can enter our competition. The prizes include the beautiful trophy (pictured on the right), £250 cash, and 3 copies of the captivating book "The New Atlas of the Universe" by Patrick Moore. Closing date: 31st January, 1987.
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